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Rifts® World Book 12:

Psyscape™

By Kevin Siembieda



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Dedicated to Wayne Smith, Ramon Perez Jr., and Scott Johnson. New friends, and new adventures down uncertain, but exciting paths.

Kevin Siembieda, 1997

Second Printing — August, 1999

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Psyscape™

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— *Kevin Siembieda, 1997*

Content

Introduction.....	9
Psyscape Legends	10
Writings of Erin Tarn.....	10
The latest search for evidence.....	13
Dark Harvest	15
With death, the suffering begins	15
Harvester of Souls.....	17
Harvester O.C.C.....	17
Soulless Xombie	21
Nxla The Harvester of Souls.....	22
Enter Psyscape.....	24
Game Master Notes.....	24
The Secrets of Psyscape.....	25
Psynex	25
City of the Mind's Eye.....	26
Populace.....	27
Special Powers of the Psyscape Psychics	29
Places of Note	30
Psychics & Psionic Powers	32
Terms & Notes.....	32
How to Determine Psionics	32
Saving Throws	34
Psionic Attacks Per Melee	34
Psionic Abilities	35
Complete Alphabetical List.....	35
List of New Psionic Descriptions	36
New Psionic Descriptions	36
New Healing Abilities.....	36
New Physical Abilities.....	36
New Sensitive Abilities.....	36
New Super-Psionic Abilities.....	42
Mind Bleeder Powers.....	45
Psychic Character Classes.....	48
Burster R.C.C.....	48
Mind Bleeder R.C.C.	52
Mind Melter R.C.C.	55
Nega-Psychic R.C.C. (new).....	57
Psi-Druid R.C.C. (new).....	59
Psi-Ghost R.C.C. (new)	63
Psi-Nullifier R.C.C. (new).....	66
Psi-Slayer R.C.C. (new).....	69
Psi-Tech R.C.C. (new)	74
Psi-Warrior R.C.C. (new)	76
Zapper R.C.C. (new).....	80
Psi-Stalker Note	83
Mutants & Other Psychics	83
Psi-Cola	84
The Effects of Psi-Cola.....	85
Psi-Cola & Psychics.....	85
Initial Determination of Addiction	85
Side Effects from Psi-Cola.....	87
Legal Status, Availability and Cost	88
Fake Psi-Cola	90
Monsters & D-Bees	90
Monsters.....	90
Blood Hawk	90
Dark Behemoth	92

Darkhound.....	94
Dragon-Ape.....	98
Dragon Cat.....	99
Land Ray.....	101
Necrophim & Soul Snake.....	104
Psymbiote.....	105
Shadeling.....	108
Sun Demon, Lipoca.....	109
Vyarnect.....	113
Notes on the Spiny Ravager.....	115
Notes on Dragons.....	117
D-Bees of Note.....	117
Amorph R.C.C.....	117
Demon-Dragonmage.....	120
Lanotaur Hunter R.C.C.....	123
Power Leech R.C.C.....	126
Psi-Goblin R.C.C.....	128
Yhabbayar R.C.C.....	130
Zaayr Crystal Dragon.....	135
Zenith Moon Warper.....	138
The CS & Psionics.....	140
Psionic Research.....	140
Psychic Technology.....	148
Experience Tables.....	157
The Rifter Sourcebook Series.....	159

Quick Find

Bubblemakers.....	130
Bubble Magic.....	132
Black, Carol Lieutenant Colonel.....	140
Callaway, Lt.....	15
Harvesting of Souls, The Power.....	19
Harvesters of Souls.....	17
Harvester: Nxla.....	22
Harvester O.C.C.....	
Harvester: Restoring Souls.....	21
Harvester: Secret Ones.....	25
Harvester: Xombie.....	21
Psionics, Complete List.....	35
Psionics, New Powers Described.....	36
Psynex Entity.....	25
Psyscape, City of the Mind's Eye.....	26
Psyscape, Enemy: Soul Harvesters.....	17
Psyscape, G.M. Notes (future).....	24
Psyscape, Grey Seer's Vision.....	14
Psyscape, Legends.....	10
Psyscape, Psi-Stalker Legends.....	11
Psyscape People: Zaayr Crystal Dragon.....	135
Psyscape People: Zenith Wolf.....	138
Psyscape People: Psychic Bonuses.....	29
Psyscape Psychics.....	29
Psyscape, Return of (G.M. Note).....	24 & 26
Soulharvest, Town.....	17
Soul Harvester, Nxla.....	22
Specter Company.....	16
Yhabbayar, Bubblemaker Mystic.....	130

Nonhumans Available as Optional Player Characters

Amorph, Ectoplasmic Intelligence	117
Darkhound (not recommended).....	94
Demon-Dragonmage (young).....	120
Dragon-Ape (not recommended).....	98
Dragon Cat (not recommended)	99
Lanotaur Hunter	123
Psi-Goblins.....	128
Psymbiote (not recommended).....	105
Yhabbayar	130
Zaayr Crystal Dragon (hatchling).....	135
Zenith Moon Warper.....	138

Monsters & NPC Villains

Blood Hawk	90
Dark Behemoth	92
Darkhound.....	94
Demon-Dragonmage.....	120
Dragon-Ape.....	98
Dragon Cat	99
Harvester of Souls	17
Land Ray	101
Lanotaur Hunter	123
Lipoca, Sun Demon	109
Necrophim.....	102
Power Leech.....	126
Psi-Goblin	128
Psymbiote.....	105
Shadeling.....	108
Soul Harvesters	17
Soulless Xombie	21
Soul Snake.....	104
Sun Demon Lipoca	109
Vyarnect.....	113
Nxla The Soul Harvester.....	22
Zaayr Crystal Dragon (evil).....	135
Zenith Moon Warper.....	138
Psychic Character Classes.....	48
Burster R.C.C.....	48
Dragon Note.....	117
Mind Bleeder R.C.C.	52
Mind Melter R.C.C.	55
Nega-Psychic R.C.C. (new).....	57
Psi-Druid R.C.C. (new).....	59
Psi-Ghost R.C.C. (new)	63
Psi-Nullifier R.C.C. (new)	66
Psi-Slayer R.C.C. (new).....	69
Psi-Stalker Note	83
Psi-Tech R.C.C. (new).....	74
Psi-Warrior R.C.C. (new)	76
Psyscape Psychics, R.C.C. Bonuses	29
Zapper R.C.C. (new).....	80
Yhabbayar Mystic/Bubblemaker R.C.C. (new).....	132
Zaayr Crystal Dragon R.C.C. (New)	135
Zenith Moon Warper R.C.C.	138

Psionics Unique to R.C.C.s

Amorph: Ectoplasmic Metamorphosis	118
Amorph: Automatic Dodge (not psionic)	119
Burster: Eruption	49
Burster: Extinguish Fire	50
Burster: Fire Bolt	49
Burster: Flame Burst	49
Burster: Impervious to Fire	50
Burster: Sense Fire	51
Burster: Super Fuel Flame	132
Bubblemaker: Bubble Magic	132
Bubblemaker: Enchant Magic Bubble	132
Bubblemaker: Enchant Psionic Bubble	133
Bubblemaker: Open Self to Supernatural	133
Bubblemaker: Sense Life	133
Bubblemaker: Sense Supernatural Evil	137
Crystal Dragon: Master of Light (many powers)	138
Crystal Dragon: Breathe Magic Fire	96
Darkhound: Recognize Psychic Scent	95
Darkhound: Sense Psychic & Magic Energy	96
Darkhound: Sense Supernatural Beings	125
Lanotaur: Mind Over Body	125
Lanotaur: Psychic Reflexes	53
Mind Bleeder: Sense Psionics	53
Mind Bleeder: Mind Bleed	56
Mind Melter: Vast Psionic Power	127
Power Leech: Absorbing Magic Energy	127
Power Leech: Energy Absorption	10
Psymbiote: Imperceptible Aura	58
Nega-Psychic: Closed to the Supernatural	61
Nega-Psychic: Disrupt Magic	61
Psi-Druid: Dowsing (water & others)	61
Psi-Druid: Empathic Animal Friendship	61
Psi-Druid: Heal Plant & Animal Life	61
Psi-Druid: See Plant & Animal Auras	60
Psi-Druid: Weather Sense	64
Psi-Ghost: Heightened Presence Sense	65
Psi-Ghost: Intangibility (not psionic)	66
Psi-Nullifier: Psi-Nullification (psionics)	67
Psi-Nullifier: Disrupt magic	68
Psi-Nullifier: Null Void	72
Psi-Slayer: Locate & Track Mark	73
Psi-Slayer: P.P.E. Vampire	72
Psi-Slayer: Psi-Dagger	71
Psi-Slayer: Sleepwalk	72
Psi-Slayer: Telekinetic Air Walk	75
Psi-Tech: Machine & Electrical Diagnosis	75
Psi-Tech: Mental Link to Robot, etc.	75
Psi-Tech: Soup-Up Machines	75
Psi-Tech: Telemechanics	75
Psi-Warrior: Art of Defense	78
Psi-Warrior: Art of Offense	79
Psi-Warrior: Open Mind's Eye	78
Psi-Warrior: Self Denial	29
Psyscape Psychics: Third Eye	81
Zapper: Electricity Absorption	81
Zapper: Electrical Aura & Radiate Electricity	81
Zapper: Impervious to Electricity	81
Zapper: Sense Electricity	81



Some Words from Siembieda

Rifts® Psyscape™ is about a year overdue and seems to be one of the most hotly anticipated books in the last few years. It is a book I wanted to do for some time, but last year, decided to let another author take a shot at it. The resulting manuscript was one I didn't think "said" *Psyscape*, so I canned it and decided to write *Psyscape* myself after all. So with much anticipation (if not fanfare), here it is.

This was another one of those books that practically wrote itself and fell together like magic. My goal was (as usual) to surprise, tantalize and spark the imaginations of our readers. I wanted the new psionic powers to fit nicely with the old, and the Psychic R.C.C.S, monsters and D-bees to be — not just way cool — but help to define the Magic Zone, Coalition States, and North **America**, as well as provide more insight and hints about the True Federation and Coalition States. I wanted to give players more dynamic psychic characters and more insight into the magical and spiritual world that they alone witness. Beings who can use their minds over matter to move objects, commune with spirits, travel to the Astral Plane and to glimpse their destinies. Heroes and explorers trying to tame an insane world while learning about themselves and the vast Megaverse® around them.

To this end, I had the helping hand of other long-time “**Rifters**” and talented folks. A glance at the credit lines throughout this book will show a number of contributing authors. Patrick **Nowak**, Peter Murphy, Chris **Kornmann**, and Julius Rosenstein all added to the excitement and texture of this book. They presented me with ideas and text for *Psyscape*, psionic powers, psychics, D-bees and monsters that add to the rich tapestry of *Rifts Earth* and served to inspire me like crazy. The wild and wonderful artwork of Dubisch, Perez, Breaux, Johnson and McKenna further helped to sustain my inspiration and fuel my imagination. Then there are some of the invisible people: Eric Thompson whose ideas and text submission suggest he lives in a parallel dimension because his suggestions reflected many of the things that I and the others had already written. Still, it told me we were on the right track. Then there are **Maryann**, **Alex**,

Steve and **Wayne**, always there to help in whatever way they can, big or small. Their handiwork seeps into these pages like a positive empathic signal. Thanks guys.

I think the end result is another great *Rifts®* book that expands the world and offers loads of adventure ideas. And there's a lot more where that came from. So stay with us for the ever expanding saga of *Rifts Earth* and the Megaverse at large. We'll try not to disappoint you. Enjoy.

— *Kevin Siembieda, 1997*

Some words from Kornmann

My contribution to this book is my second attempt at writing material for the ever expanding *Rifts Megaverse®*. My first attempt, **Rifts® New West**, was most certainly one of the most rewarding experiences of my life. Palladium has afforded me many years of gaming pleasure, a wonderful creative outlet, and most of all, the chance to fulfill one of my dreams. My thanks to Kevin, Maryann and all of the Palladium staff. Without your help and faith, none of this could have ever been possible. A special word of thanks to Maryann Siembieda for keeping after Kevin and having faith in me.

My second contribution to the *Rifts Megaverse* comes in the form of an O.C.C. for **Psyscape™**. I hope the section entitled *Dark Harvest* is as ominous and foreboding as anything in the Federation of Magic. Most of all, I hope it lives up to the expectations of those of you at Palladium and the Game Masters and players everywhere.

Once again, there is Brian, **Darren** and Ray. The three guys who breathe life into the worlds I create. Without them, none of this could have ever been possible and Sunday nights just wouldn't be the same. Thanks so much for believing in me.

Now turn off your lights and follow me to a dark and forbidding world where psionics and magic reigns supreme and death is merely the beginning of eternal suffering. Hold on to your naked souls for they are your most valued treasure.

— *Christopher R. Kornmann, 1997*

Psyscape™

Legends



From the writings of Erin Tarn, Circa 90 P.A.

According to some legends, Psyscape still exists as a hidden land of incredible beauty secluded deep in the forbidden Ohio territory. A valley kingdom said to be a Utopia of tolerance, harmony and tranquility. Unsullied by industry, it is a tranquil, rural community of farmers, merchants and scholars who have found a home free from the racism, persecution and violence of the outside world. **Psi-Warriors** are the front-line defenders of this mythic Psyscape. They are psychic empowered warriors who have pledged their lives in safeguarding Psyscape and its ideals from the intrusions of the outside world. However, **their** muscle is not needed, because Psyscape can only be found by those who want it so badly they can taste it. This same legend suggests that once you get to Psyscape, it is so wonderful that one never wants to leave, which is why it has remained hidden all these generations.

I am confident that this particular tall tale has grown out of the violence and turmoil of the Dark Ages that followed the Great Cataclysm. Even today, millions of people forced to live hard lives in these dangerous and uncertain times, fantasize about a faerie-tale land where there are no monsters, alien plagues, brutal overlords or 14 hour days of **backbreaking** labor. For those people, Psyscape has become that mythical haven.

I don't know why, but I have always been intrigued by the legends of Psyscape. Maybe its part of my love of mysteries and

the search for answers. Another big part most certainly stems from my obsession with history. Did Psyscape ever really exist? If so, what happened to it? Why can't we find any trace of it? Is it pure myth?

According to most legends, Psyscape was an enlightened kingdom of great power. A place dominated by psychics who used their powers of the mind to rise from the ruins of the Great Cataclysm and establish a culture of peace and learning while barbarism and chaos reigned around them. The leaders were Master Psychics: Mind Melters, Bursters, **Psi-Warriors** and other psychics who used their powers to understand, avoid and defeat the supernatural horrors that plagued the land. They also used their mental powers to recover lost technology from the past and to glean insight and wisdom from the future. It is said that the masters of Psyscape could peer into a man's soul and see whether he was man or monster, and whether the potential for good or evil burned in his heart. With this second sight, they would combat evil and purge the land of unholy monsters. Before the Cyber-Knights were established, the heroes of Psyscape spread across the land to free the helpless from the shackles of slavery and the domination of monsters. They fought demons, deevils, soul stealers, wicked dragons and evil sorcerers, but it was fellow psychics who used their great gifts for selfishness and evil that drew their greatest ire. They were relentless champions of noble and indomitable spirit, the stuff of legend to be sure, but could they have really existed?

I've heard many scholars argue convincingly that the legends of Psyscape are nothing more than metaphors and parables for our times. High ideals, morals, values and goals for us, as a people, to strive to attain. I disagree. There are hundreds of stories across the American continent, from the shores of Lone Star to the snow-capped towers of Free Quebec, that tell of mysterious wise men, healers, and warriors who came from a place of culture and power. Heroes who stopped their travels for a short while, to combat or cast away the forces of evil. Heroes who taught peace, learning and rebirth. The arrival of these noble warriors is often recounted in mythic tales that mark the origin of a particular people, community, kingdom or hero. I have found that about half of these stories identify these wandering heroes as champions from a place identified as *Psyscape* of *Psi-World*. Others give them a different name or none at all, but most offer such details about their mental powers and conduct that they clearly point to Psyscape. Furthermore, many of these stories place Psyscape in the Ohio Valley or Magic Zone.

I believe Psyscape did once exist. There are just too many stories and myths for it to have been entirely a figment of some fertile imagination. From what I have been able to piece together, the **city of Psyscape** was one of the first great kingdoms to rise up during the Dark Ages. My guess is that the foundation of the city was laid down about 180-200 years before the establishment of the Post Apocalyptic Calendar instituted by the Coalition States. It reached its zenith quickly, perhaps fifty years later, and reigned as a singular power for a hundred years.

Psyscape was similar to **Lazlo**, a place of learning, culture and peace. A city ahead of its time, where the people accepted all peaceloving races, and humans and **D-bees** were treated as true equals. They even established trade and friendly relations with the wilderness barbarians we know today as **Psi-Stalkers**; and these ancient savages were even wilder and more warlike than they are today.

Unlike Lazlo, Tolkeen, and several other communities where magic became the dominant resource and "technology" of its culture, Psyscape gravitated to psionics. If the legends and stories I have gathered are true, 60% to 75% of its population, human and D-bees, were psychic. And of those, at least half were Master Psychics: Mind Melters, Bursters, Psi-Warriors and psychic beings with such knowledge and mastery over psionics that it defies the imagination.

The Psi-Stalkers of the Magic Zone have one of the richest oral histories about Psyscape in North America. I have personally cataloged over 200 such tales and I suspect there are many I have yet to hear. Many are very similar, and most have a common continuity, even among rival tribes, but this is not the case with other myths and legends between the tribes, many of which are contradictory or unique to that particular tribe. For me, its further evidence that Psyscape once existed.

Psi-Stalkers, being what they are, tell many stories about great battles and the hunting and slaying of supernatural monsters and evil sorcerers. However, as much as I hate to stereotype any people, the stories about Psyscape have a different ring to them. They seem uncharacteristic for Psi-Stalkers, especially for the barbarians of 200 or 300 hundred years ago. The Psyscape tales generally seem to be more sophisticated and embrace ideas and ideals one does not normally attribute to a Psi-Stalker or any barbarian people. Even today among the considerably more civilized, cultured and educated Psi-Stalkers, most insist that Psyscape "is" real and that the old stories are all true.

What I find most fascinating about this is not only their steadfast belief that Psyscape once existed, but that it still exists and will one day return to our world. But I'm getting a bit ahead of myself.

According to the Psi-Stalkers, a great city grew in the wilderness of the Magic Zone. Exact locations vary, but most put it in the Ohio Valley. This was a time of barbarism even by Psi-Stalker standards. The wilderness had swallowed much of the past, and demons from the Rifts swarmed through the dimensional portals that opened at random along the "blue streams of light." As the Psi-Stalkers tell it, tiny kingdoms rose and fell with regularity, while the Psi-Stalkers, then known as the "Wild People," chose to forsake civilization and live in the wild with the animals, and like them. According to their oral history, they learned to hunt from their animal brothers, and with time, learned how to "listen to the world and know one's enemies." In this case, the "enemy" was supernatural predators and demons. Soon the Psi-Stalkers became the hunters, rather than the hunted, and developed psionic abilities that enabled them to recognize the supernatural. So empowered, they were able to avoid monsters too powerful for them, and to hunt others. This also led to their development of guerilla tactics and fighting in clan groups. Personally, I have always seen the Psi-Stalkers of the Dark Ages, in particular, as the North American equivalent of the ancient Celts from pre-Rifts Britain. Half-naked, painted or tattooed wildmen who, in this case, not only fought like demons, but actually fought them as well. In the early days, the Psi-Stalkers



were almost as savage and predatory as the demonic creatures they stalked. I have found many accounts where ordinary humans and D-bees considered them to be as vicious and dangerous as any monster. Nobody accepted them as a potential ally or even as human, and many of these frightened people hunted and killed Psi-Stalkers with the same hate and fear as for other "monsters."

Psyscape was different. They were among the first to accept the changes in the world and adapt. Certainly their psychic natures helped them to grasp the true magnitude of change, as well as giving them better insights and abilities to cope with it. According to the Psi-Stalkers, Psyscape was the first great kingdom of the Midwest. A sprawling city with a blend of psionics, magic and technology. A place that respected the land and all its creatures. A people who extended their hand in friendship to the "Wild People."

At first the ancient Psi-Stalkers saw them as another threat, another monster to be destroyed, and they attacked the city and ambushed its warriors. However, Psyscape fought back only in defense. This led the Psi-Stalkers to believe them to be cowards, until **Psyscape's** warriors began to leave their haven and go forth in the wilderness to battle demons. This earned the **Psi-Stalkers'** respect and admiration, although they still kept their distance. In time, the barbarians became impressed with the nobility and compassion of Psyscape's warriors. They noted that the people of the "Shimmering Blue City" accepted all races and even came to the aid of Psi-Stalkers without asking for anything in return.

A generation later, when the people of Psyscape again offered their hand in friendship, many tribes accepted. This led to a century long relationship between the two markedly different cultures. There was limited trade, an exchange of ideas and cultures, and a limited collaboration where Psi-Stalkers joined the champions of Psyscape as scouts and allies in their crusade against evil. Several accounts tell how the people of Psyscape came to see so-called demons and other supernatural beings as dangerous invaders.

We also see a glimpse of Psyscape's understanding of their world in some of the details and reasoning behind their decisions. For example, they make a point of differentiating between supernatural evil and dragons, faeries and other "creatures of magic," all of whom they considered "apart" from the supernatural. A distinction that seems to escape the Coalition States and many powers today. They also acknowledged certain "spirits, angels and deific entities" as forces of good, and whom were also excluded from the list of "unholy invaders." Likewise, they recognized Elementals as the slaves and pawns of supernatural forces and wicked sorcerers.

Exactly when and to what magnitude, I am uncertain, but there definitely came a time when the people of Psyscape saw the "flood of supernatural beings" as an invasion which, if left unchecked, threatened the future of their world. As a growing power in the region, they felt an obligation to help the less fortunate, and to help their fellow humans rise from the ruin of the Great Cataclysm. The following passage is one that I find inspirational.

"We fight the goodfight because we can.

Because the strong should defend and protect the weak.

Because those who know right from wrong should teach the ignorant.

Because no intelligent being should have his spirit shackled or his freedom stolen.

Because we cannot stand idle and watch the downtrodden suffer beneath the heel of monsters — human and inhuman.

Because we cannot bear to be mute witnesses to the struggles, sorrows and deaths of the savage barbarians and lost strangers (D-bees) who so desperately cling to life against all odds. To do otherwise would make us the very monsters we despise. We will not stand by idle.

And though our efforts may be futile. And though we may suffer and perish, we will know that we did fight the good fight. That we tried to make a difference. That we stood against injustice and evil, not because we had to, but because we wanted to.

And perhaps, with a little luck, we can help the precious souls of humankind, and all good people, to ascend from the depths of despair to find their place in the sun. We can do no less than try. If only we could do more."

This passage always makes tears well up in my eyes. How noble of these people to have lived and died trying to make the world a better place for the future generations of all people.

I must point out that the above passage is part of the Psi-Stalker oral tradition, handed down from generation to generation. It has the repetition of words common to the **Psi-Stalker** tradition of **storytelling**, but is much more eloquent than most of their tales, and is credited as words from Psyscape, and not their own.

So it was that Psyscape declared war on the supernatural. They reasoned that humankind and their D-bee brothers could not embrace knowledge, learn and improve themselves while they were strapped to the yoke of slavery and oppression. There are tales of savage battles in which legions from Psyscape engaged in epic conflicts against hordes of demons. According to one such tale, it was the heroes of Psyscape who drove invading vampires from North American soil (and if they knew of them, I think they would have done likewise in the south). However, there are literally hundreds of tales about lone heroes or small groups from Psyscape who ride into a town and liberate it of some evil force. While some would have seen this crusade as futile, the champions of Psyscape saw each victory, from the tiniest to the largest, as a triumph. One such hero is attributed to saying,

"If nothing else, each battle lifts a man's spirit and delivers hope. It liberates the mind and ignites the imagination, offering proof that together, we can accomplish anything."

Such is the stuff of heroes and legends.

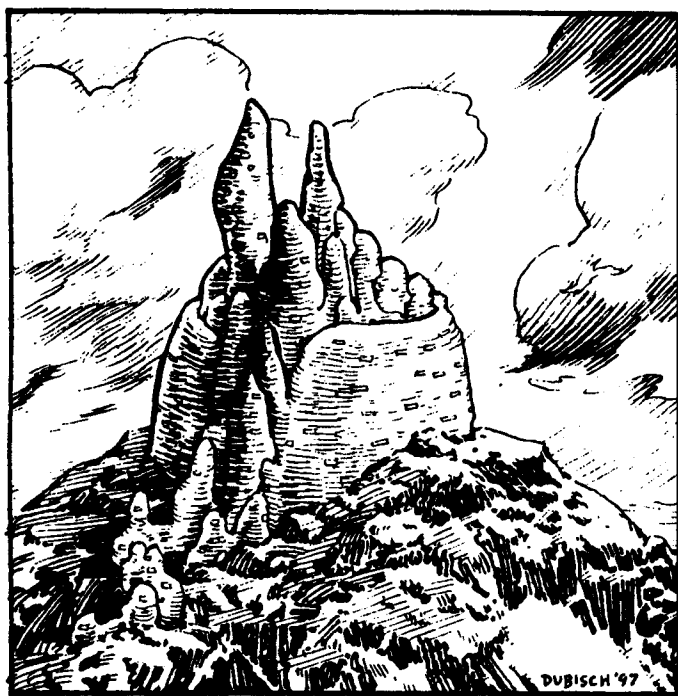
Were the people of Psyscape as heroic and noble as the legends suggest? Did they really carry on this crusade for nearly one hundred years? According to the Psi-Stalkers and various corresponding legends, without the Herculean efforts of Psyscape, North America might never have risen from the Dark Ages and demonic forces might still hold thrall over the land. I personally find this hard to believe, yet I wonder. I must admit that even at places like Chi-Town, Iron Heart, Northern Gun, **Lazlo, Kingsdale, Whykin**, El Paso, Old Chicago, Old Detroit, the Devil's Arch and throughout the so-called "Domain of Man," there are ancient stories about heroes from Psyscape. Warriors and wise men who liberated the village or settlement that would later become the roots for a modern town, city or kingdom. Heroes who helped the people free themselves from the clutches of

supernatural monsters or some despot tyrants misusing magic or psionics. Moreover, the stories all date back to around the same general period. Unfortunately it is impossible to accurately pinpoint them to any one date and the stories seem to range for a period of fifty to one hundred years. Yet as unlikely as it may sound, the **Psi-Stalkers** insist that the heroes of Pyscape "stalked the evil ones" for five generations before they disappeared.

If true, Pyscape may be the forefather of virtually all the human and **D-bee** kingdoms east of the Mississippi! The ramifications boggle my mind. What a tragedy it would be to forget this nation of heroes, for without them, we might not exist today.

There are conflicting tales about what happened to Pyscape. One story tells of a terrible 20 year battle to protect the world from some unspeakable evil. In the end, all the people of Pyscape carried the battle to a different dimension where they were never heard from again. They are presumed to have been victorious, for the world was spared, or they battle still to keep us safe.

Another tells how the gods of light came down from the heavens and took the city and all to a special place for heroes. Pyscape has prospered there and they continue their fight at the side of the gods. Truly noble and courageous heroes slain in combat are said to join them in their eternal battle.



The most popular legend is that Pyscape continues to flourish as a Utopian society free of crime and injustice. That having "leveled the playing field," so to speak, they have gone into seclusion to let people find their own way in the world. The people are peaceful isolationists who hide from the world of men. Their plan is to create a Utopian society free of the fear and hatred they experience in the world beyond their kingdom. When the rest of the world has caught up with them, Pyscape will let down their defenses and rejoin the world. Supposedly, it is concealed somewhere in the Ohio Valley, made invisible by magic or mind powers. Some insist it could be any village or town, but that the inhabitants of Pyscape use their mind powers so many visitors see what they want them to see, or are made to forget that they ever found them. Over the years, I have scoured this region, and

have spoken to many others who know the region better and neither I nor any I've spoken to have ever found the fabled city of Pyscape.

The Psi-Stalkers laugh at stories about the fate of Pyscape, and smile and shake their heads at me and all the silly people who search for it, because they claim to know the truth: Pyscape is gone, but it will be back. According to their legend, after nearly a hundred years of fighting the supernatural and evil of the world, the warriors of Pyscape grew tired and went home. One day not long after, they told their **Psi-Stalker** friends that they would be leaving soon. That they were going to a wonderful place away from the changing seasons and constant turmoil. A place they could shape with their minds and where they would rest and seek inner peace. They promised never to forget them (the Psi-Stalkers) and that they would keep their eyes on them. They also promised to return and stay, though they could not say when that might be. The next day, the shimmering city of blue, known as Pyscape, was gone.

From what I can tell, Pyscape vanished about eighty to one hundred years before the rise of the Coalition and the creation of the Post Apocalyptic calendar, roughly 200 years ago. Although I have walked among many ruins from periods before and after the Great Cataclysm, I can find no physical evidence of Pyscape. While this serves as evidence for those who want to believe it was nothing more than a myth, this is proof enough that it never existed. Of course, that's what educated people from before the Coming of the Rifts said about Atlantis, and we know better today. As difficult as it is for me to believe that Pyscape simply vanished and will someday return, there is something in the certainty of the Psi-Stalkers that makes me wish it were true. Perhaps someday I'll be lucky enough to find out.

— *From the writings of Erin Tarn; circa 90 P.A.*

The latest search for evidence

Dear Plato, as I continue my search for the legendary Pyscape, I have decided to travel to the village of **Potomkane** (pronounced **Poe-tom-kane**). It is one of two places where **Psi-Warriors** are trained. The village of *Potomkane* is located near the pre-Rifts ruins of a place called **Kettering**, Ohio. The other place for **Psi-Warriors** is a monastery like community of seers located in a pocket dimension (or Astral Realm, nobody knows for certain) that resembles Medieval China, a place called *Xanatoa*. Both locales teach a nearly identical mastery of mind and body, with a focus on turning both into a weapon to fight evil. Both teach the same **ideals**, both teach respect and tolerance for life, and an intolerance for evil. Particularly supernatural evil and mortals who use psionics and magic for their own gain but at the expense of others. True Atlantians know of both places and sometimes teach philosophy, history and the fighting arts (never Tattoo magic). Both have existed for over 200 years and hold Pyscape as an ideal. I'm told when a student asks if Pyscape still exists, the teachers smile and respond, "If you accept these principles then it lives in you."

I intend to shamelessly use my celebrity to gain access to the facility. Since we know **Psi-Warriors** are supposed to have originated in Pyscape, I'm hoping there is a connection between them. I'm also encouraged by the fact that both institutions seem to have come on the scene around the same time that Pyscape disappeared. From what any scholar can tell, it simply vanished

at the height of its greatness about 80-100 years before the Post Apocalyptic Calendar. That means these two monasteries may have even existed at the same time or — I couldn't be so lucky — were founded by Psyscape. You know me, I'm so excited about the possibilities I can hardly sleep. Yes, I know I'll probably be disappointed but I can't help myself. You'd think I would have outgrown this gallivanting and giddiness with each potential new discovery 30 years ago.

On our way to Potomkane, we stopped to spend the day with the Grey Seers. I know they are wise, well intentioned and allies of Lazlo, but I always feel uncomfortable around them. Maybe it's that they really can glimpse the future. Or maybe it's because they always seem to be prophesying some new danger. I don't know, but I find most of them kind of spooky.

Did you know they believe Psyscape shall **return!**? I didn't. Apparently they believe the **Psi-Stalker** legends too. Unfortunately, they ruined my excitement by warning me that a "consuming evil" has crept into our world unnoticed and that it grows stronger with every passing day. They could not tell exactly what the evil is, but know it seeks shelter in the Magic Zone and may be connected to the return of Psyscape. I have to wonder if it is not connected with the True Federation, and I suspect some of the Seers think so too. Apparently, it has only been in the last week that the oracles have begun to get impressions and dreams about this new danger. I'm told at present, it is a faceless menace hidden in mystery, although its presence can be felt in the smothering darkness.



Just two days ago, one of the Grey Seers dreamt that the darkness was trying to consume him when a light appeared in the distance. As the Seer engaged in a battle of wills and feared for his life, the light grew larger as it drew closer. Suddenly, the darkness receded and the area was filled with light. A beautiful female warrior dressed in white and with pale-blue eyes, gave him her hand and gently helped the frightened Seer to his feet. She spoke to him without moving her lips. "Be strong," she said, "Soon. Very soon. And together we shall triumph. Have faith." Suddenly, the Seer realized that a thousand warriors stood in the distance behind her. And behind them was a beautiful city among swirling white clouds. Then he woke up. He is convinced the place was Psyscape. However, this is speculation as he is one of the youngest and least experienced of the Grey Seers and, as you know, the Master Oracles won't publicly issue a warning until several of the Seers experience similar impressions. I also get the feeling that the young Seer's strongest impressions were fear — his own — and that his "senses" may have been impaired by it. My understanding is the poor boy was in shock when he was found, trembling, drenched in sweat and ice cold to the touch. His initial report was a rambling about the consuming darkness, his being so cold that he couldn't get warm (shock can have that effect), the light and the woman coming soon.

I know you are in regular contact with the Grey Seers at Lazlo and I'm sure you'll know more as they learn more. That might be a while though, as I got the impression that they were quite perplexed that they could not get the slightest hint about the danger hidden in the darkness.

The Grey Seers also confirmed the reports we've heard about unknown psionic heroes, particularly **Psi-Warriors** and the mysterious **Bubblemakers**, who have been operating in the Magic Zone. These heroes won't say where they come from and usually make a sudden appearance, lend a helping hand, and disappear with nary a word.

I find the "Bubblemakers" particularly noteworthy, because a race known as the **Yhabbayar** Bubblemakers were notorious among the people of Psyscape and disappeared with the great city. Not one Yhabbayar has been seen on Earth in nearly two hundred years! At least not until recently. I've yet to meet one personally, but from the descriptions I've gotten from eye witnesses, these strange D-bees are indeed Yhabbayar. From what I can tell, they started to appear in the last 6-8 months.

Furthermore, Sir **Thorpe** and our party have gotten reports from, admittedly, a handful of **Psi-Stalkers** that the "Ancient Heroes have begun to return." The good news is that these "Ancient Heroes" seem to be the people of Psyscape; very exciting if true. The bad news is that, according to legend and the beliefs of the Psi-Stalkers we spoke with, their return marks the appearance of one or more terrible evils that will threaten the world. Of course, Emperor **Prosek** and the rise of the CS is believed, by many, to be one such evil. Others point to Lord **Alistair** Dunscon and his True Federation of Magic. While this may be true, I have a feeling there is something else brewing, and of greater significance than the faceless menace the Grey Seers have felt. Something that has yet to make its presence known.

I'll end this letter with a most peculiar dream of my own. I'm no psychic, and I don't put much stock into dreams, but last night I had a most vivid and unusual one.

I was alone, walking along a ley line at night, admiring its beauty and wondering about Psyscape. Suddenly, the outline of a beautiful woman began to appear. At first, she was made entirely of ley line energy, but quickly turned into a creature of flesh and blood like you and me. Although alone, at night, in the woods, I was not afraid. The woman smiled and identified herself as a sage from Psyscape. She had come in answer to my deep desires to know the truth about Psyscape, and, she said, because we were kindred spirits. I remember feeling flattered and I wouldn't be surprised if I blushed in my sleep.

She said they had been living in the Astral Plane, somehow connected to Earth through a ley line. They had studied and grown and, now, were ready to return. She squeezed my hand and said she'd see me soon, then turned and walked away. I remember watching her walk into the woods, then I heard her say. "Erin, go no farther than Potomkane. Your answers are near."

I suspect the dream was caused by the story about the young Seer and his vision of a warrior woman. I hope all is well at Lazlo. Don't worry about us. Now I think I'll finally retire for the evening.

— A letter from Erin Tarn to Plato, October, 105 P.A.



Dark Harvest

By Christopher R. Kornmann
& Kevin Siembieda

Note: The following section deals with the supernatural, horrific blood rituals, and that intangible "quality" or "essence" humans call the Soul. We do not wish to offend the sensitivities or beliefs of any of our players. If the **G.M.** or any of his or her players feel uncomfortable with any of the material in this section involving stealing Souls, either **don't** play it or modify the material as you deem appropriate. None of the magic, people, monsters or concepts presented in this section are real. This is a **work** of fiction.

With death, the suffering begins

The sounds of the summer night echoed throughout the forest. The gentle rustling of leaves in the wind, the chirping of a thousand crickets, the call of an owl on a midnight hunt. These were but a few of the sounds of a darkened forest that teemed with life.

The sky above was alight with a million stars that seemed to be cut into the very fabric of space. **Below**, an eerie blue light, deep azure in hue, was the only light to be found. This was the magical illumination of one of the many ley lines that seemed to encompass the entire region known as the Magic Zone. A place of magic to be sure, but one of danger as well.

Lieutenant Morgan Callaway moved swiftly from the cover of a large tree to an outcropping of rock. He stopped and melted into the shadows of the night. Lieutenant Callaway knew how to use the advantages that came with nightfall. While most people feared the dark, Lt. Callaway embraced it. His CS Special Forces training served him well. Morgan laughed to himself. He could disappear as easily as his enemy, and he did so without the tricks of magic. Once Lt. Callaway was sure his position was secure, he slowly raised his C-12 rifle to his shoulder. He liked the C-12 even though it was considered an aging weapon out of step with the times, at least by the standards of the new and more powerful Coalition Military. It "was" big, heavy and lacked the finesse of some of the newer Coalition weapons, but that was exactly what the Lieutenant liked about the weapon. That and the fact that it was deadly accurate and one of the most reliable weapons in the field.

He began to survey his surroundings with the aid of the **nightvision** scope mounted atop the big C-12. The darkness and eerie blue ley line light suddenly transformed into shades of green. With the ambient light amplified thousands of times, Morgan could see his objective as clear as day. A small wooden cabin about six hundred feet (183 m) away. It was obvious that a large fire was burning in the fireplace inside. From what he could tell, there was at least one occupant inside. As he lowered the rifle his eyes adjusted quickly to the night. Lt. Callaway knew the specially modified Dead Boy helmets with nightvision

gear would allow him full time **nightvision** but he just couldn't stand the confining nature of the helmets. That and the fact that they robbed him of depth perception and muffled the noises around him. He had been told that such impairments were all in his imagination, but he wasn't the only CS psychic in **Psi-Battalion** to feel shut away and claustrophobic with the helmet and face plate in place. No he preferred black greasepaint and open air.

Lt. Callaway raised his left hand in a clenched fist and gave the signal for the others to move forward. Like ghosts appearing out of the blackness of night, five other figures slipped silently toward him. While one crept forward, the others would cover his advance and provide **overwatch**.

The 2nd squad of the 5th Coalition Reconnaissance Platoon, **Psi-Battalion**, consisted of six members. Lieutenant Morgan Callaway (7th level Mind Melter) was the Commander with Staff Sergeant Stephen Devco (5th level Commando and minor psychic) as his second. Corporals Daniels (6th level Nega-Psychic), Jackson (5th level Psi-Ghost), and Gelfman (6th level **Psi-Stalker**) made up the fire team element. The final member of the team was their tracker, an 8th level Dog Boy by the name of Checkers. Collectively they were known as *Specter Company*, and they always came at night. Where they came from nobody knew. Where they went nobody knew. They were the best of the best.

This wasn't a typical mission for Specter Company and they all knew it. They were far south and well out of Coalition territory, right in the heart of the Federation of Magic. They had "jumped in" two days earlier. The Federation of Magic represented everything the Coalition hated and feared — **madmen**, D-bees and monsters empowered with magic and dedicated to the destruction of humankind. Specter Company's mission: to "sneak a peak," as the lingo went, but also a search and rescue operation. The Coalition had lost two similar teams without a trace in the preceding month and the High Command wanted answers. Reports of increased psychic phenomena and supernatural activity earned Specter Company the job.

Checkers was the first to notice it. Something was wrong. His ears raised slightly as he took in all of the sounds of the night. Suddenly the smell of the supernatural was all around them. He brought his left fist up and moved it in the signal that meant danger, as he himself knelt closer to the ground.

Lt. Callaway and the others felt it too. Palpable. He could almost taste it. Something he hadn't yet encountered, and something big. He could barely see the point man out in front but every psychic sense he had screamed something was horribly wrong. For a moment he wondered if he should signal retreat. They needed more **firepower** than they had. He knew it.

The forest was quiet.

His training and experience had taught him that the only time a forest teeming with life is ever quiet is when it is afraid. The only thing he heard now was the beating of his heart. He signaled for the squad to take cover.

Checkers scanned his field of fire with his modified **C-10** laser carbine. The weapon had been shortened slightly and given a folding stock. Checkers had requested the changes to the weapon to make it lighter and more manageable when he took the point. He sniffed the air searching for familiar scents. Something was definitely wrong.

"What the **hell?! Get out! Get out now! Move! Move!!**" the Lieutenant's telepathic message screamed in the heads of his teammates.

That was when the hair on the back of Checkers' neck stood straight up and the Psi-Hound bolted at top speed.

Beads of sweat seeped through the black grease paint on the Lieutenant's brow. They had to get the hell out now, but he was **afraid** to move. **Afraid** to give away his position. A telepathic sweep told him the others were on the move. A moment later, laser cover fire bolted through the darkness.

Laser fire is a truly surreal sight to behold. Being utterly noiseless and having no visible muzzle flash, beams of light appear and disappear in split seconds. Targets simply burst into flame or vaporize on contact; elegant and deadly. The night lit up with the flash of lasers and showers of flame and splinters from exploding and crashing trees hit by errant laser fire. And so began an intricate dance of retreat, cover fire, retreat, fire again. While one pulled **back**, the other would fire blind suppression fire over the shoulder of his retreating comrade. The other would run past the first and then perform the same maneuver, covering the first shooter as he retreated. This was not only an exercise of precision teamwork and military training, but absolute trust.

Then the light show stopped.

A telepathic scan told Lt. Callaway the others were definitely gone. Not dead. Gone. Only he and Checkers were left. He hoped the Dog would run like the wind. Meanwhile, he knelt stone still and silent.

He was afraid to move. "Keep still," his gut told him. As a soldier he knew fear was another tool. It kept one alive. It kept him alert. Fear controlled was as much an asset as a detriment. As for gut feelings, he had learned to trust them when he was still a kid.

Minutes seemed like hours as he waited ... for ... what? He didn't know. Even with a Mind Block in place, closing himself from psychic and supernatural sensations, he could feel an unnatural cold and darkness. The cold touched him to his bones, although it was a balmy 88 degrees Fahrenheit. As he contemplated the cold, he realized two things. One, it was the cold that made him afraid — afraid almost to the point of unreasoning panic. Two, the cold belonged to something hideous and inhuman. A supernatural force unlike anything he had ever encountered.

Then he saw them. Gelfman and Jackson. Both had removed their helmets and they walked slowly and in plain sight. He didn't need to use empathy on them — the looks on their faces was that of deep sadness. They were saying something he couldn't yet make out. He decided not to use psionic probes for fear it might give away his position. He didn't even dare to use psychic **nightvision**, relying instead on his nightsight scope. Yet somehow, he knew Gelfman and Jackson were gone. Their life essences, perhaps their very souls had been replaced. Replaced by the cold. The unfeeling and inhuman cold. It had them now. They were an extension of it. A moment later, Daniels joined them.

As the men vanished into the darkness, the cold went with them and Lieutenant Callaway knew the danger had passed. He found the headless body of Sgt. Devco near where he had last seen him. An Object Read of his weapon told Callaway that the



Sarge had blown his own head off rather than give in to the cold. There was something else too. Somehow the cold had left a lingering impression. The cold and darkness had a name ... *Nxla, The Harvester of Souls*. And it had only begun to harvest.

Harvesters of Souls

Soulharvest

Located in the deepest recesses of the Magic Zone, not too terribly far from the Kingdom of Dunscon (including the ruins of Lexington, Kentucky), is a necromantic hell known as Soulharvest. It is a region or territory more than any sort of kingdom. An area of forest inhabited and dominated by Necromancers and worse. This is a realm where the dead find no peace, and the living have little or no morals to give them conscience. Necromancy has become a way of life, and "life" has little value. Skeletal legions of corpses, ghouls and zombies make up armies and serve as slaves. Carriages pulled by the rotting corpses of long dead horses or monstrous beasts are common sights on the roads between villages and sorcerers' lairs. This is the land of the dead where many dangers wait within the beautiful forests. Animated corpses, Shadelings, Necrophim and monsters of all manner roam the land freely. Many are attracted by P.P.E. given off by the area's many ley lines. Others are attracted by the stench of death.

It is here that many of the most horrible and forbidden magicks are practiced — human sacrifice, demonic summoning, and witchcraft are all commonplace. The Necromantic arts, in particular, have seen much adaptation and specialization here. One of the most horrible new magics is that used by the Soul Harvesters. These men and women literally steal the souls, or at least the life essences, of their victims in order to feed their quest for power and magic. They do this through complex rituals in which their victim is killed and mutilated in order for the Harvester to gain the victim's P.P.E. and inner strength. In so doing, they help to bring a horrific alien intelligence into the world. Neither Lord Dunscon or the Magi of Dweomer are aware of the diabolical plot unfolding in this haunted and evil land, for if they were, they would unite to stop it. Instead, they blissfully go about their lives unaware that a horrible evil may soon threaten them all.

Only the Grey Seers (and people of Pyscape) have some inkling of the growing danger. Likewise, Major and Master Psychics, especially those within 200 miles (321 km) of Soulharvest, can sense an uneasiness in the air. Those closest are beginning to suffer from nightmares and ominous visions that warn of an engulfing cold, darkness and pain.

The Harvester O.C.C.

A forbidden (and until recently, forgotten) form of Necromancy.

Harvesters are people evil enough to pursue the mystic arts to steal their power from the souls of others. In order for a Harvester to increase his power, he or she must ritually kill victims in order to steal their souls. Not only does this make all Harvesters evil villains, but it also makes most of them sadistic insane monsters. These men and women revel in the torment of their



victims both in life and in death. The more souls they take, the stronger they become. This makes an industrious Soul Harvester a very dangerous villain, indeed.

The most horrible aspect of the "harvesting" is the souls of their victims are not allowed to rest until the Harvester is himself slain. The deadly Harvesting ritual enables the death mage to take and hold captive his victim's life essence within himself. The Harvester then uses that essence to feed his evil spells and make possible his evil deeds. This means that even in death, the victims of a Harvester cannot find peace. Only with the death of the fiend who has captured them, or through an exorcism, can the souls be set free and allowed to rest. This makes the Harvester even more feared than the ordinary Necromancer. There is no fate more horrible than losing one's immortal soul (even temporarily); it is said to be as close to hell on earth as one can possibly come.

This terrible magic has been given to the Harvesters by the nightmare creature known as Nxla The Soul Harvester. Nobody in North America seems to be aware of just how many practitioners of Soul Harvesting really exist. Currently their Necromantic cult has some 2300 practitioners living in **Soulharvest**, an additional 400-500 scattered throughout the Magic Zone, and a handful (a few dozen) elsewhere in North America (Lord **Dunscon** and The Three think there are fewer than a 1000 of these strange Necromancers, and know nothing about Nxla). Worse than their heinous magical practices and disregard for all

life forms, is their secret agenda: to bring Nxla The Soul Harvester to Earth. They will accomplish this when there are 6,601 Harvesters, also known as "True Believers," and over 5000 *Soulless Xombies* (there are approximately 4200 of them already; 90% are found in and around Soulharvest). At their current rate, the Harvesters will be able to bring Nxla to Rifts Earth within the next 2-5 years.

Harvester O.C.C. Abilities

1. Sense ley line and magic energy. Like most magical O.C.C.s, Harvesters are attuned to the magic in and around them. They possess all of the following sensing abilities and do not require any expenditure of P.P.E. to use them.

Sense ley line: Soul Harvesters are able to sense the presence of ley lines within an area equal to 10 miles (16 km) per level of experience. They are also able to locate the exact location of a ley line with a proficiency slightly less than that of a Ley Line Walker. The base skill is 20% +4% per each additional level of experience.

Sense ley line nexus: Once the ley line has been found, the Harvester can follow the ley line to as many nexus points as it intersects. Skill level is 30% +5% per each additional level of experience.

See magic energy: The Harvester can see magic energy/P.P.E. radiating from **people**, creatures, **objects**, and areas as long as more than 20 P.P.E. points are present. This ability is

not as acute as the Ley Line Walker ability and does not allow the Harvester to see anything made invisible by magic. Range: Line of sight, about 1000 feet (305 m) without obstructions.

2. Soul Searching: This ability enables the Harvester to look into the very souls of men. This ability is similar to the psychic ability *of See Aura* in that it allows the user to sense the general level, alignment (good, selfish, evil), presence of magic or psychic abilities, as well as the presence of possessing entities and whether or not he has a soul at all (for example, robots, machines, animated dead, animated puppets, etc. do not have souls or a life essence). In addition, the death mage can tell if the person has a high or low P.P.E. base, and while Soul Searching, the Harvester can also sense the character's most intense desire or intention — they are masterful at using such knowledge to provoke violence and manipulate others.

3. Commune with Lost Souls: The Harvester is able to see and speak with captive souls/life essences, entities, the splintered essences of alien intelligences, Astral beings and spirits of all kind. Although the Harvesters have no real control over lost souls, they may be able to get information from them or manipulate them by offering information, a means of revenge, and magical aid.

4. Harvesting of Souls (Forbidden Magic Ritual): This is the power of the Harvester to literally rip the soul from a living being and bind it to himself. This ritual requires a living victim, P.P.E., and a magically enchanted area (ley line, etc.). The area must be at least the size of a small room and must be located in a permanent structure like a cave, tower, temple, or building of some sort. A circle is drawn around a table or altar and then enchanted with 65 P.P.E. This enchanted circle will hold the life essence unleashed by the ritual murder of a living sacrifice long enough for the Harvester to capture it. Once the Harvester has prepared this location he can use it to "harvest" whenever he so desires. Destroying the physical structure will temporarily delay Harvesters because a new one will have to be erected.

In order for the Harvester to rip the life essence and its mystical power from the body, he must release it through the windows to the soul — the eyes. This gruesome part of the ritual involves stabbing the victim in both eyes at the ritual's end. This, in effect, kills the victim, releasing his P.P.E. and life essence. Once released from the body, the Harvester binds it to himself through a series of chants and motions that usually last about a half hour. Once this ceremony is completed, the life essence of the victim is enslaved by the Harvester. The foul death mage then gains the P.P.E. of his victim which is added to his own P.P.E. base. This is the only way Harvesters can increase their P.P.E. Note: If the ceremony is interrupted and made to take more than 40 minutes total, the containment magic is broken and the soul escapes. Likewise, if the Harvester is slain, the soul is immediately freed (along with all the ones inside the villain). However, the typical ritual will usually have 4-12 Harvesters or other allies of the one conducting the ritual, present for support as well as their personal entertainment.

The process of stealing a soul costs the Harvester very little of his or her own P.P.E. Most of the P.P.E. required comes from the sacrifice of the victim. The Harvester need only expend 35 P.P.E. to bind the soul to himself. The ritual murder and the energy gained is so intoxicating that it usually puts the Harvester in a state of euphoria for the next fifteen or twenty minutes.

During this Euphoric state, all attacks, bonuses and skill performance are reduced by half.

Other Powers: In addition to acquiring the victim's P.P.E., the death mage gets 2D6+10 additional hit points from each captured soul, and +2 to his P.S.; if P.S. exceeds 30 it becomes supernatural. Any skills known by the deceased that are also practiced by the Harvester give the mage a cumulative bonus (cumulative per victim) of +2% to his own skill proficiency. Furthermore, the Harvester will recognize and know the names of all people known to his victims and their relationship to the victim, but nothing more. This macabre knowledge is not available/known to the Harvester until he accidentally encounters them.

Limitations: The Harvester cannot be a psychic, not even a minor psychic, and can only "harvest" — capture and use — two souls per level of experience. Note that the fiend can willingly release any captured souls any time he desires, but he then loses the P.P.E. and all related bonuses, hit points included, gained from them. Any soul released leaves a void that can be filled by a new victim. When a soul is released, it finally knows peace and goes to wherever souls go.

5. Command Soulless Xombies. A Harvester can also command one Soulless Xombie per level of experience. These sad creatures are the barely alive bodies stolen by Nxla. See the Xombie description elsewhere in this section.

6. Initial Spell Knowledge. The Harvester is not a particularly astute spell caster, at least not compared to the Ley Line Walker, Magi and others. Their main source of power comes from the "harvesting" of souls (above) and their alliance to the alien intelligence, *Nxla The Harvester of Souls*; Harvesters are basically his minions.

At level one, the Harvester knows the Necromantic Spells of Object Read the Dead, Recognize Undead, Consume Power & Knowledge, Command Ghouls, Animate and Control Dead and Turn Dead, plus 1D4 spells each from levels one and two of traditional spell magic (see *Rifts® Federation of Magic* for new spells and the *Rifts® RPG*, page 168, for common spells).

Each additional level of experience, the Harvester can select 1D4 new spells from spell levels equal to his current level of experience; i.e. a 3rd level Harvester can make selections from levels 1-3, a 4th level one from levels 1-4, a 7th level Harvester from levels 1-7 and so on. Although the Harvester has a fair understanding of magic, most of his actual spell knowledge is provided by Nxla.

A second and popular way of gaining magic knowledge is to capture and "harvest" the soul of a spell caster! Each time a sorcerer is absorbed, the Harvester can select any 1D4+6 spells known by the dead man as his own. As usual, all such knowledge (and P.P.E.) is lost if that soul is freed.

7. P.P.E.: Like all men of magic, the Harvester is a living battery of mystic energy. He draws on this energy to cast magic. Unlike other practitioners of magic, he does not accumulate P.P.E. per level but must acquire it through the harvesting of souls.

Personal P.P.E. Base: P.E. attribute x2. Additional P.P.E. is gained when a soul is "harvested." The amount of "harvested" P.P.E. is equal to the P.P.E. the victim had in life (not the doubled amount at the moment of death, that extra P.P.E. is absorbed by the ritual).

8. O.C.C. Bonuses. +2 to save versus Horror Factor at levels 1, 2, 4, 6, 8, and 12; +1 to save versus magic, +1 to spell strength at levels 3, 7, 10, and 13. +3 to save versus possession, +2 on initiative, +2 to pull punch, and +1 to save vs poison and disease.

9. Penalties. Soul Harvesters are likely to develop insanities because of their lust for power, murder and association with horrific supernatural powers. A saving throw versus insanity (16 or higher) must be made every three levels with a cumulative -1 penalty each time the saving throw is made. Soul Harvesters are also more likely to become addicted to mind altering drugs or alcohol. Actually, their desire to bring Nxla to Earth is rather insane in and of itself.

10. Vulnerability to Psionics & Exorcism: The Harvesters' greatest enemies are psychics and the power of *exorcism*. The exorcism spell and psionic equivalent are capable of releasing the imprisoned souls contained inside them — one per each successful act of exorcism.

Psychics are feared for a number of reasons. One is that they are impervious to the Soul Harvesting Ritual.

Another is they immediately recognize Harvesters for the monsters they are. A psychic will sense that the Harvester is evil and has blood on his hands the instant they meet one, whether the psychic has the psionic ability to sense evil or not. See *Aura and/or Sense Evil* will show the Harvester as a diabolic, murderous parasite who captures and feeds upon souls, as well as how many souls are presently in his or her possession.

In addition, psionic energy (*Pyrokinesis, Electrokinisis, Psi-Sword, Mind Bolt, etc.*) inflicts double damage to Harvesters, plus psychics are +2 to save against their magic.

Exactly why psychics have these advantages over Harvesters is a mystery.

Harvester NPC Villain

Also known as Soul Eaters and Minions of Nxla (pronounced nicks-law).

Note: These monsters are not intended for use as player characters.

Racial Restrictions: None per se, although 60% of the Harvesters on Rifts Earth are human; they are currently found only in North America.

Alignment Requirement: Miscreant or diabolic.

Attribute Requirements: I.Q. 12, M.E. 10, and P.E. 12 or higher.

O.C.C. Skills:

Speak native language (98%)

Speak additional language (+15%)

Literate in native language (+15%)

Lore: Demon (+10%)

Lore: Magic (+10%)

Lore: D-Bee (+5%)

Biology (+10%)

Preserve Foods (+20%)

Skin & Preserve Hides (+10%)

Wilderness Survival (+5%)

Pilot: One of choice (+10%)

Dance (+10%)

Sing (+10%)

W.P. Knife

W.P. of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert for the cost of one O.C.C. Related skill selection or to Assassin for two.

O.C.C. Related Skills: Select six other skills. One must be from the medical category. Two additional skills may be selected at levels three, five, and nine.

Communications: Any except electronic **countermeasures**, laser, or scramblers (+5%)

Cowboy: Branding and Whittling only (+5%)

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+5%)

Mechanical: None

Medical: Any (+10%), except Medical Doctor or M.D. in Cybernetics.

Military: None

Physical: Any except Acrobatics, Gymnastics, or Boxing.

Pilot: Any

Pilot Related: Any

Rogue: Any (+10%)

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: None, other than O.C.C. skills.

Secondary Skills: The character also gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Set of clothes, hooded ceremonial robe, a cloak and other loose-fitting clothes, belts with many small pouches, six sacks, backpack, six wooden stakes, a mallet, wooden cross, two canteens, telescope, tinted goggles, oxygen mask and filters, flashlight, 100 feet of lightweight climbing cord, diary or notebook with 1D6pens and pencils, 1D4 scroll tubes, survival knife and a hatchet.

Light M.D.C. body armor is often worn for adventure and battle, usually just a breast plate or other **nonrestrictive** piece of armor with protective shoulder and arm plates — Juicer plate or a breast plate from the huntsman would be ideal.

Weapons: One high-tech pistol of choice with 1D4 E-Clips, one simple **Techno-Wizard** weapon and a pair of silver plated knives. Additional weapons and magic items may be acquired over time.

Vehicle: The Harvester is likely to have one basic vehicle or riding animal.

Money: NPC villains can amass a fortune in credits and valuables.

Cybernetics: Will never consider them.

Enemies: Psychics, particularly Mind Melters and those who are by nature, destroyers of the supernatural, **Psi-Warriors, Psi-Nullifiers, Nega-Psychics, Psi-Stalkers, Darkhounds,** and Psi-Hounds are at the top of the list, but enemy number one is the people of Psyscape.





Soulless Xombies

Soulless Xombies are created when Harvesters open a dimensional portal to Nxla. This is done through a simple ritual, but requires 900 P.P.E., so dozens of Harvesters must participate and willingly invest huge portions of their P.P.E. (temporarily) into the ritual. When the portal opens, the two worlds are temporarily connected and Nxla can, for 1D6+2 minutes, enter our world. This is what causes the sensation of unnatural cold, darkness and fear in psychics within two miles (3.2 km) of the Rift. During this period, Nxla can send 1D4x10 ice-cold essence fragments into the world to "harvest souls" for himself. These fragments appear as black energy snakes that attack the minds and souls of the potential victims. **Note:** Only intelligent life forms can be "harvested." Those under attack need to roll a save vs possession once every melee round for 1D4+2 melees. Even Nega-Psychics, Psi-Nullifiers and other psychics must roll to save (15 or higher) without benefit of their normal bonuses or immunity to possession other than a special +3 to save against the "cold touch of Nxla." The cold emptiness of Nxla was the supernatural force sensed by Lt. Callaway. Greater demons, godlings, gods, alien intelligences, vampires, spirits (including humans and D-bees in Astral form; their bodies are safe because Nxla must steal their spirit/soul first), angels and elementals are immune. Dragon Hatchlings are +3 to save, adult dragons and True Atlanteans are +5, and ancient dragons +7.

If any one of the saves is a failure, the person's soul is torn from his body, his body possessed by Nxla (becoming a

Soulless Xombie) and the soul sucked into the alien intelligence where it is held captive and savored indefinitely (years to countless eons).

Fortunately, Nxla cannot be summoned more than once every 15 days and he is limited to how many fragments he can dispatch into the world (1D4x10). That is why it is so important to stop him from physically coming to Earth, for once his physical embodiment is brought to Earth, he can unleash 1000 essence fragments every day until he makes Xombies of all intelligent life on the planet. Those he cannot "harvest," or who stand in his way, are destroyed by legions of Xombies and/or his Harvester minions. The more souls he harvests, the more powerful he becomes, gaining 1000 M.D.C. and 1000 P.P.E. for every 10 million souls. Additionally, after 100 million souls have been engulfed, the monster can create 10,000 essence fragments a day to harvest souls.

The Xombies are called "soulless" for the life essence of Nxla that inhabits them is more of ice and blackness than anything resembling a human soul. The Soulless Xombies have no will, imagination, desires or thoughts of their own, instead they are filled with the emptiness of the black void and are cold to life. When Nxla is on Earth or has a portal opened, he can direct the Soulless Xombies like mindless robots. When he is not present, the Soulless Xombies can be controlled and directed by Harvesters. Harvesters usually have several (one per level of the Harvester's experience) with them at all times. The Xombies function as slave labor, protectors and troops. Those not controlled by a Harvester wander aimlessly, attacking any intelligent life form they encounter.

Killing the Soulless Xombie, now a self-regenerating mega-damage creature, is possible, and will send the essence fragment back to Nxla. However, the soul it once held remains imprisoned inside Nxla with no hope to return to the living. But there is slim hope as long as the physical body is not killed.

Restoring Lost Souls. The people who have been "harvested" by the alien intelligence are known as Lost Souls. Most Master Psychics, dragons and mages of **Psycscape** know how to restore the soul of the lost back to their physical body, provided the body still lives as a Xombie (and Psycscapers will teach other good characters how to do this). The body, now a Soulless Xombie, must be captured, restrained, and included in a ritual similar to the one in which it was created. In this case, the black, cold essence that is Nxla is *exorcised* from the body and forced back to him. In exchange, the original soul/spirit/life essence is returned to its rightful body.

This is not as easy as it may sound. First, 1000 P.P.E. is needed to open the portal — the magic of the ritual prevents Nxla from sending new essence fragments through the portal — **which** means a vast source of P.P.E. energy is required (swollen ley line nexus, dragon, godling, god, or dozens of participants in the ritual willingly contributing their P.P.E. to the cause; P.P.E. expended is recovered as normal).

Second, Nxla will fight back by sending Harvesters, other Soulless Xombies, and other minions (typically 30% will be Necromancers and lesser demons. But none of great power; Soulless Xombies from other worlds or villains who are 1-4th level) from his own dimension to battle those involved in the ritual. Typically, there will be sent two opposing creatures for every one participant in the ritual, plus one for every victim trying to be restored.

These minions will fight until destroyed, until all the lost souls in the ritual are restored, or until the ritual ends. It takes one minute per restoration of a Soulless Xombie. **Note:** If things get too wild, the ritual can be stopped at any time, but any Xombie characters who did not get restored before the ritual ended, remain monsters (try to restore them at a later time?). The ritual can be performed as often as once every six days and include as many as 40 Soulless Xombies to be restored. However, a dozen or less is more typical because it reduces the number of assailants sent against them.

Likewise, an exorcism performed on Nxla in his home dimension or on a world that he has physically invaded (his physical body is there) is another approach. Each act of exorcism (20 minutes to an hour) releases 2D6x10,000 souls! However, Nxla will fight all attackers personally as well as send hundreds (if not thousands) against his attackers — two Soulless Xombies from other worlds and one Harvester, Necromancer or lesser demon per invader/attacker, and this time, one in 13 will be 6-10th level.

Note: If the Soulless Xombie has been killed, it means the body is destroyed. The Lost Soul can still be rescued if his true name is known or if someone who loved him (as friend, brother, husband, etc.) participates in the ritual. In this case, the soul is released from Nxla and allowed to move on to the spirit world.

Soulless Xombie NPC Villain & Monster

Note: Regardless of its original race, all Soulless Xombies have the following abilities. They are not available as player characters.

Also Known as the Spawn of Nxla

Alignment: Generally considered to be a diabolic puppet of Nxla.

Attributes: **I.Q.** 4 (can follow simple orders but will only obey Harvesters and Nxla), **M.E.** N/A, **M.A.** 2, **P.S.** 1D6+29, **P.P.** 12, **P.E.** N/A, **P.B.** half of the original, **Spd** 1D6+10; supernatural P.S.

Size & Weight: That of the original character/creature.

Life Span: Immortal until destroyed or exorcised.

Hit Points: Mega-damage creature.

M.D.C.: 2D6x10 +130; may also wear body armor, although this is done only for decoration or subterfuge on the part of Harvesters or Nxla; the Xombies don't care about what they wear.

Horror Factor: 13

P.P.E.: 1D4

Natural Abilities: Normal color vision, **nightvision** 300 feet (183 m), **track** 50%, **climb** 70%/60%, **prowl** 50%, can leap 10 feet (3 m) high and 20 feet (6 m) lengthwise, **bio-regeneration:** 1D4x10 per melee round, impervious to poison, radiation and disease, impervious to mind control and possession, impervious to illusions, cold and heat.

M.D. fire, energy weapons, and magic that affects the physical body have full effect. Psionic energy attacks do double damage as do Millennium Tree, holy and rune weapons.

Magic: None

Psionics: None

Combat: Four physical attacks per melee round.

Bonuses: +1 initiative, +4 to **strike**, +1 to parry, impervious to Horror Factor (too mindless and numb to be afraid); all in addition to attribute bonuses.

Damage: As per supernatural P.S., typically:

Restrained Punch: 5D6 S.D.C.

Full Strength Punch or Kick: 5D6 M.D.

Power Punch: 1D6x10 M.D. (but counts as 2 attacks)

Head Butt: 2D6 M.D.

Bite: 1D4 M.D.

Enemies: All intelligent beings who have their souls. Attacks them on sight, but will not fight to the death unless commanded to do so by a Harvester or Nxla.

Allies: Harvesters and Nxla command them. Never attack or threaten Harvesters, other Necromancers, Death worshippers or allies/minions of Nxla, unless attacked first.

Habitat: Anywhere Harvesters can be found. Comparatively uncommon, except in the Magic Zone, in and around the Soulharvest region and Kingdom of Dunscon.

Nxla

The Harvester of Souls

The Harvester of Souls is a powerful alien intelligence that is feared even by the **Splogorth**. According to **legend**, he is the last (and least?) of the Dreaded Old Ones that somehow escaped the magic slumber that has eliminated his brethren from the Megaverse. Other legends suggest this is a lie started by Nxla, but that he is indeed an ancient and powerful alien intelligence.

Like vampire intelligences, Nxla is a pestilence. He gets a foothold in the world by reaching out and finding fools who worship death **and/or** power to accept him as their master. These evil souls are recruited as minions known as Harvesters — the elite who will not be devoured by their Master when he enters their world, but who will live for eons, serving him in ways attractive to sadistic killers such as they. After Nxla physically enters a world, he can grant his Harvesters immortality, although they are subject to physical injury and death. If the monster is forced back to his home dimension, he takes his minions and the Soulless Xombies of that world with him and cannot return for at least 100 years. However, forcing him back is a near impossible feat. It requires killing 60% or more of his Harvesters and killing or freeing 50% or more of his Soulless Xombies, or reducing his personal M.D.C. to less than 30%! This is why it is critical to stop his minions before they are numerous enough to bring him across the mortal veil and into the world of humans.

Nxla has no head nor human shape. Many have described his physical manifestation as a living "pillar of evil." He appears as a monstrous, living pillar or tower 200 stories tall with hundreds of eyes, a half dozen giant human-like arms (200 feet/61 m long) and a dozen giant tentacles (500 feet/152 m long), as well as hundreds of ridges, spines, lumps, scars, open **wounds**, puss filled nodules and similar disfigurements.

Nxla The Harvester of Souls

Pronounced: nicks-law

Also Known as the "Cold and the Darkness," & "Soul Stealer."

Alignment: Diabolic

Attributes: **I.Q.** 25, **M.E.** 30, **M.A.** 14, **P.S.** 60, **P.P.** 24, **P.E.** 26, **P.B.** 1, **Spd** 22; supernatural attributes.

Size: That of a 200 story building; roughly 800 feet (244 m).



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Weight: Incalculable; tons and tons.

Life Span: Immortal

Hit Points: Mega-damage creature.

M.D.C.: 113,000 plus 1D4x100,000 from the power of the countless souls contained inside him.

Horror Factor: 19

P.P.E.: 21,000 +2D4x10,000 from the power of the countless souls contained inside him.

Natural Abilities: See in all directions (has hundreds of eyes scattered across its massive body), **nightvision** 3000 feet (1830 m), hover and fly (speed of 10; max. altitude 1000 feet/305 m) bio-regeneration: 1D6x10 per melee round, completely regenerate lost limbs in 24 hours, see the **invisible**, turn invisible at will, impervious to poison, radiation and disease, impervious to mind control and possession, impervious to illusions and normal cold and heat, does not breathe air, can survive in a vacuum.

Nxla can animate and control 1D6x100 dead, turn 1D6x100 dead, summon 6D6 lesser demons, summon 2D6 greater demons, and perform resurrection (same as the spell), in addition to his horrific power to "harvest" souls and create millions of Soulless Xombies.

Vulnerabilities: M.D. fire, energy weapons, explosives, rail guns and magic that affects the physical body have full effect.

Weapons made from a Millennium Tree do triple damage and holy and rune weapons do double damage.

Psionic energy (**Pyrokinesis**, **Electrokinesis**, **Psi-Sword**, **Mind Bolt**, etc.) inflicts 10 times its normal damage to Nxla! Plus psychics are +2 to save against his magic and impervious to his psionic attacks!!

Magic: All Necromancy magic and spell magic, levels 1-6.

Psionics: All sensitive powers plus Empathic Transmission, Bio-Manipulation and Mentally Possess Others.

Combat: 10 physical per 200 foot section of its body, or 10 (total) psionic attacks or two by magic.

Bonuses: +2 initiative, +4 to strike, +4 to pull punch, +2 on all saving throws, and impervious to Horror Factor; all in addition to attribute bonuses.

Damage: As per supernatural P.S. of 60.

Enemies: All intelligent beings who want to keep their souls.

The heroes of Psyscape are first among its most diligent and hated enemies (at least on Rifts Earth), but all champions of good and light are natural enemies, as are the gods of light. Psychics, because of their strange power over Nxla and his minions, are also regarded as natural enemies.

Allies: Harvesters, other Necromancers, Death worshippers, lesser demons and others enslaved and forced to do Nxla's bidding. The monster can directly command 10,000 Soulless Xombies at a time, and all follow his will or those of his Harvesters.

Habitat: An alien dimension filled with millions of Soulless Xombies and Harvester minions from conquered worlds.



Enter Psyscape™

It is the seemingly imminent coming of Nxla that has brought Psyscape and its heroes out of hiding and back into the affairs of their fellow men. They have fought and stopped the Harvesters and Soulless Xombies from bringing Nxla to Earth 270 years ago, during the last epoch of the Dark Ages, and spent another 80 years rooting out all Harvesters who had escaped their wrath, and a host of other evil forces along with them. They intend to do so again. This means they are about to launch a war against the minions in the **Soulharvest** region. They have been dispatching spies, scouts and Yhabbayar agents to gather intelligence for the last year. Unfortunately, they know their reappearance and attack on Soulharvest — inhabited by card carrying members of the "True" Federation of Magic — will inevitably draw thousands of allied Federation members to their aid, particularly other Necromancers and Death Worshipers. They may even draw Lord Alistair Dunscon and his elite forces against them, as he may see their siege against the Harvesters and any who stand with them as a threat to his power base. Even more dangerous is the slim possibility that **Psyscape's** attack on the Harvesters may escalate the rushed recruitment of more Harvesters in sufficient numbers to bring Nxla to Earth. Both are chances the heroes of Psyscape are willing to take.

They see destroying Harvesters as a blessing and act of mercy, for not only does each slain Harvester mean one less chance for Nxla to invade Earth, but their deaths release all the captive and tortured souls trapped inside them. Bringing these innocent beings peace at long last. **Note:** The heroes of Psyscape will welcome any people, even evil ones, who wish to join the fight to stop the Harvesters. An ideal opportunity to bring player characters into what should be a series of adventures and a **reoccurring** foe.

Game Masters Notes

A quick and devastating blow to the Harvesters of the Soulharvest region should dramatically diminish the risk of Nxla coming to Earth, at least any time soon.

The odds of accelerating the Harvesters' recruitment process in numbers sufficient to bring Nxla to Earth are slim and none. Especially when people learn exactly what Nxla The Soul Harvester is and what he does to the people he conquers (eats their souls and turns their bodies into Soulless Xombies). Currently, the Harvesters enjoy strong support because most people of Rifts Earth don't know anything about him or the Harvesters' link to him, nor how many Harvesters truly exist.

However, there will be problems and long-lasting repercussions.

1. Psyscape vs the True Federation. Psyscape will earn the enmity of Lord Alistair Dunscon and his True Federation. Lord Dunscon will see the return of Psyscape as a serious impediment to his rise to power and will seek their destruction. Furthermore, the two powers represent the "Yin and Yang" of the Magic Zone: diabolic evil and ultimate good; monsters and monster slayers. Factions from these two forces will clash often and violently, with much bloodshed.

2. Secret Harvesters. There are actually about a thousand more Harvesters than anybody suspects. They are scattered throughout North America with factions operating in *Tolkeen (one of the largest groups with 340 and growing)*, *Old Bones at Free Quebec*, and some of the *Burbs around Chi-Town*, among other places. Until all Harvesters are destroyed, they represent a danger to Earth, for they will continue their recruitment of like-minded evil mages and work toward bringing Nxla to conquer the Earth.

3. Taking the Battle to Nxla! To free the souls already stolen by Nxla (such as the poor victims of Specter Company), one or more groups of heroes (player **characters?!?**) will try to restore groups of Xombies. They may even decide to travel to Nxla's home dimension and force the monster to release as many as they can (tens of thousands can be released this way). This will require many challenges, tests of will and alignment, and battle against Soulless Xombies, Harvesters, other minions and Nxla himself!

4. CS involvement. The Coalition Military will look upon the people of Psyscape, who embrace all life, human and inhuman, as a serious new danger. The fact that, to the CS point of view, they have appeared to start a war with other monsters and magicians, only fuels the Coalition's paranoia. Worse, the CS, learning about the Harvesters and their goal to feed the world to Nxla the Soul Harvester, will throw the CS Military into a panic and see their efforts to destroy the Federation of Magic, Tolkeen and all people, places and things of magic sent into overdrive.

The fact that Psyscape fights on the side of humanity and goodness will only give the CS pause to see if there is a way to let Psyscape do a lot of their **dirtywork** for them. For example, wait to see if Psyscape topples the Federation and purges the region of evil monsters (and in so doing, weakening their own resources and defenses) before the CS **turns** their attention and military might against them. Or so the current line of thinking goes.

The Secrets of Psyscape™

By Kevin Siembieda & Patrick Nowak

Psynex

The Psynex Entity (also known as a Psychic Nexus) is a creature of pure psychic energy that has attached itself to a normal ley line nexus. It has all the characteristics and functions of a normal nexus point but is also a living psionic being of immense power. Like the Millennium Trees, the Psynex is an enigma, a creature that defies conventional understanding. It does not directly communicate with mortals, but uses its considerable power to protect other psychic beings and to help maintain the kingdom of Psyscape as a safe haven for their numbers. The powers of the Psychic Nexus are many. Firstly, it is able to exercise some control over its environment like the Millennium Tree. It can increase/decrease temperature by 20 degrees Fahrenheit, precipitate moisture in the atmosphere (i.e. create a fog or light

rain), reduce the speed of winds by half, prevent the eruption of ley line storms and stop random Rifts. It can also provide psychics an additional 10 *Inner Strength Points* per hour (Minor Psychics can only absorb half as much).

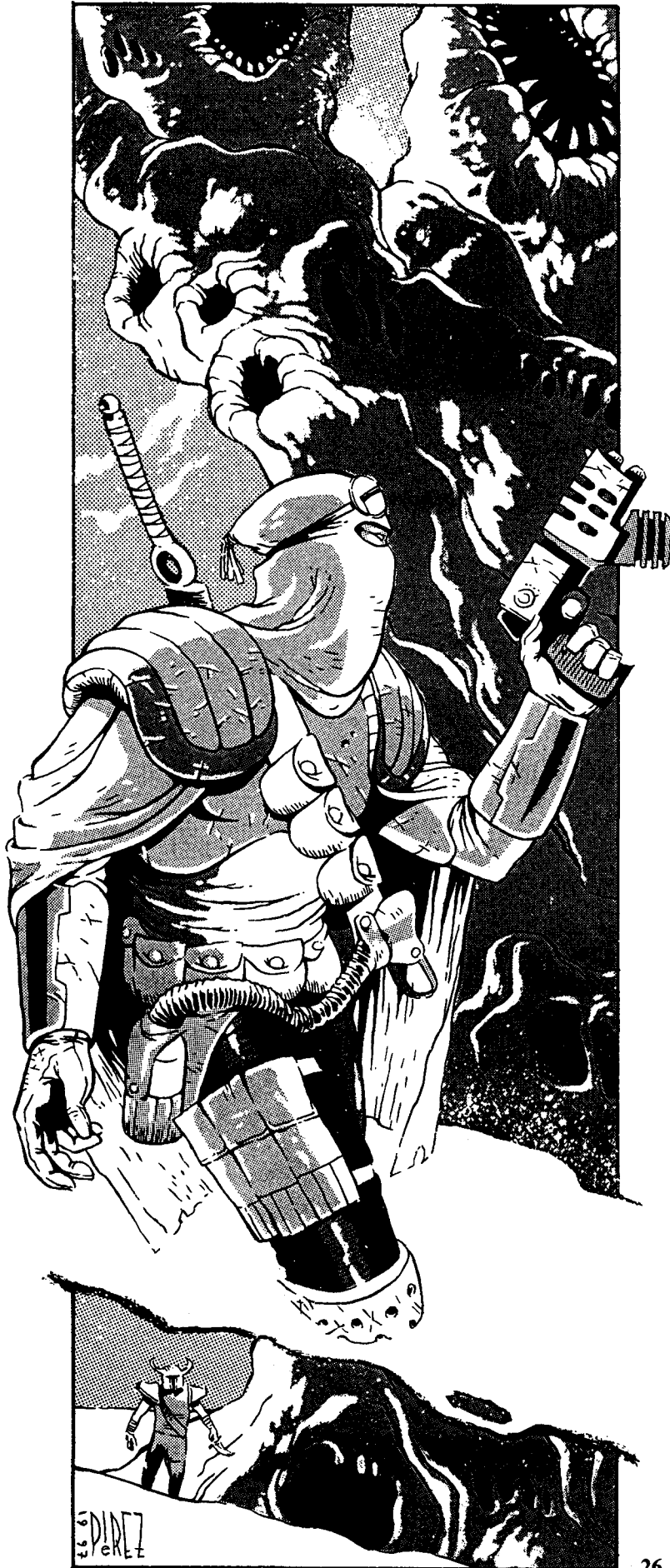
The Psychic Nexus possesses all Healing, Sensitive, and Mind Bleeder abilities plus Ectoplasm and the Super-Psionic powers of Group Mind Block, Group Trance, Mind Bond, Mind Wipe, Psychic **Omni-Sight**, Telekinetic Force Field (others) and **Empathic** Transmission.

Since it is an energy being that is a living part of the intersecting ley lines, it is aware of everything that occurs on them and within 300 feet (183 m) of them. This means that the Psynex can use its psionic powers **anywhere** along the ley lines that compose its body. Two psionic attacks or actions per melee round for every 1200 foot (366 m) length and six at the ley line nexus point are possible at all times. When the Psynex uses these powers, the duration is double and the range is the length of the ley lines or up to 300 feet (183 m) beyond the ley line. It is capable of fragmenting its consciousness to focus on as many as a dozen different tasks at a time and is aware of a thousand different sounds, impressions, and events in and around it.

When the Psi-Nexus decides to communicate, it typically emits an **empathic** transmission to warn or motivate. However, it can also send dreamlike visions or send images to those using Telepathy, Empathy, Sixth Sense, Presence Sense, Commune with Spirits, Omni-Sight, Read Dimensional Portal or Clairvoyance. Whether the Psynex intercedes in any way or not is left entirely to it. Most of the time it is slow to involve itself in the affairs of mortals, especially those who are not members of Psyscape. If a supernatural predator/monster were to attack a group of peasants, **Cyber-Knights**, or livestock, the Nexus Entity *might* provide a **telekinetic** force field to protect them or send a mental or empathic warning to alert them to the impending danger, but more likely than not, it would do nothing at all. The Psynex has a practical and pragmatic view of life. It recognizes death as an inevitable part of the cycle of life, and believes all intelligent creatures must learn to do for themselves. Thus, while it *may* help, advise and inspire through psychic **flashes** of insight, the Psynex does not manipulate, control or enslave others. Nor does it lash out at those who frighten, anger or upset it, nor rescue those it has grown to care about. The Psynex always tries to remain fairly detached from and dispassionate about the mortals who live in and around it. Be that as it may, the alien intelligence has developed a special fondness for the denizens of Psyscape.

It was the Psynex who drew psychics from across North America to the Ohio Valley so that they might bond and pool their resources in a hostile and dangerous world. Yet even the Psynex did not anticipate that they would build the kingdom that would become Psyscape. The people of Psyscape would eventually recognize and befriend the psychic entity (as much as any human can with such an alien creature). It would be with the help of the Psynex that they would leave the Earth, city and all, to enter the Astral Plane where they would build and mold an Astral Kingdom with their collective minds and emotions. The Psynex entity is connected to Psyscape in the Astral Plane and can sense all its inhabitants. It would also be through the strange, alien intelligence that Psyscape would return as a bridge between two worlds. The creature's control over the magic energies, dimensional spanning aspects of the nexus and its own innate psionic abilities have enabled it to become a living Rift for

Psyscape to bridge dual realities. Thus, it has allowed Psyscape to return to Rifts Earth while it coexists in the Astral Plane.



Psyscape™

The City of the Mind's Eye

The legends told by the Psi-Stalkers are true. Psyscape was ... is ... a real place. A city of caring, like-minded people with hopes of building a better world. Their society is not quite the Utopia of legend, nor a serene pastoral paradise, but it is a place of uncommon beauty, wisdom, insight and compassion. A **mecca** for the arts and creations of the mind (in more ways than one might expect). Here, thinking and imagination are encouraged. When combined with the insights provided by their well developed psionic powers, the outcome is spectacular. To these psychics, the world is a much larger, beautiful and complex place than it is to the average human.

The old Tibetan sages of Pre-Rifts India referred to something they called *The Third Eye*. A sort of psychic eye that transcended the physical world. Although all psychics are much more aware of the world around them, the people of Psyscape have found and opened their spiritual Third Eye. In addition to seeing and recognizing the supernatural world invisible to most ordinary people, they see the "ordinary" in astonishing depth and brilliance. They, better than most, understand the strengths, beauty, splendor and frailty of the "human" condition. They better than most, appreciate the magnificence of imagination whether it be unleashed through art, performance, song, dance, language, sports, mathematics or physical creation — from architecture to a child's toy. They see ideas as beautiful, precious gems that, when cut and polished just the right way, can transcend their original brilliance. Anything that brings joy or inspiration and raises the spirit is akin to a feat of wondrous magic, savored like a fine wine or a delicious moment. It is all these things that has made the psychics of Psyscape the heroes of legend. Champions of good because they cannot bear to see the pain inflicted by evil. Every injustice, every act of cruelty they see, they also experience in their minds' eye. They understand and sympathize with every emotional, mental and physical trauma of those around them. They feel the pain of others in ways ordinary people cannot imagine. Having unlocked their inner potential and let loose their spirits to soar, they cannot tolerate knowing others are being deprived such simple yet important wonders.

For them, it is like giving a man sight by removing the blinders covering his eyes — such a simple gesture. How could one even hesitate for a moment not to remove them? How cruel must one be to turn his back and walk away — to leave the blinders in place and the man to suffer in his blindness. And what kind of monster would place the blinders on and tell the man he was blind?

It is precisely those monsters the people of Psyscape oppose. The supernatural predators who stalk the weak and drink the blood of the innocent. The demons who gorge themselves on the festering sorrow and pain of others, and who work to create environments of despair and misery; the breeding grounds for hate, jealousy and vengeance. They also fight against their fellow humans when they hurt, berate and destroy others so they may profit or lay claim to the illusion of power as it slips through their fingers. For true power is the ability to free the hearts, minds and imaginations of others, not enslave, warp, or kill them.

The heroes of Psyscape fight the demons who would blind the innocent and make them suffer. They fight to free them from oppressors and show them how to let their spirits soar, for once a man has tasted freedom, he is loath to forsake it without a fight. They fight the worst monsters, the most insidious evils because they can, and leave the smaller evils for people to vanquish for themselves.

Thus, fabled Psyscape is truly a place of dreams and hope. A place of high ideals and great possibilities. A people willing to stand up for what's right and to support those who can't yet stand on their own.

The City of the Mind's Eye is a unique settlement unlike any other known to exist in the world because it exists both in the material world of Rifts Earth and in the Astral Plane simultaneously — one physical realm that exists in two dimensions (and state of mind) at the same time. This is made possible through the link the people have with Psynex (a living bond on a psychic, magical and cosmic level) and the fact that the Astral Plane is already loosely connected to Earth on a metaphysical level (hence the psychic ability of Astral Projection).

From outside the city, Psyscape is only visible to psychics. Those without the gift of psionics see only a valley of perpetual fog. Only if they should dare to enter the mist (city guardians often frightening or leading them away) will they stumble upon the city. Psychics on the other hand, can see the outline of a city through the white mist — its towers, buildings and even the blue glow of the ley lines barely visible. This is actually a dimensional distortion that veils what lies just beyond the mist. Walking through the swirling whiteness, the sky suddenly brightens. The green trees and blue sky give way to a magical brightness with cloud filled skies of endless white with patches of powder blue. Before the visitor stands a sparkling white city surrounded by a protective stone wall complete with crenellations, battlements and a dozen towers strategically placed. It all appears to sit atop a sea of rolling clouds and endless sunshine. A sparkling, clean place that extends for miles and miles. Many of the buildings have an old world style to them like the castles and towers of a faerie tale kingdom combined with **Greco-Roman** architecture and modern buildings.

Visitors familiar with the Astral Plane are likely to realize that when they passed through the mist, they left the Earth behind and entered the Astral Plane. The clouds, the mist, even many of the buildings are molded from clouds of ectoplasm. The nexus point on Earth, inhabited by the Psynex, corresponds with a mirror image in the Astral Plane. The blue lines of magic energy serving as Dragon Roads, making the Astral City a major attraction for traders, merchants, tourists and other denizens of the Astral Plane. However, there are also things from the physical world. Many of the buildings are man-made physical constructs, and parks with real trees, plants and flowers dot the pleasing landscape and comfortable design of the city. Being in the Astral Plane also means that the sun never sets in Psyscape. During the daylight hours of Rifts Earth, the skies are bright and filled with sunlight. Even on rainy days, the weather is fair and the skies bright, though cloudy. At night the sky above the city darkens to a twilight, but nothing more.

The main advantage of its simultaneous existence in two dimensions is that the City and its residents are impervious to attacks on the physical world of Rifts. Even if the valley were

bombarded by missiles or magic energy from above, the city in the mists would not be affected. Attackers must penetrate the mist and enter the Astral Plane before they can attack Psyscape. However, linked to the physical world as it is, invaders can enter the Astral kingdom that is Psyscape without magical means or Astral Projection. They can ride through the mist and enter the domain of Psyscape as easily as entering any city on Earth. This makes Psyscape more vulnerable to attack, although their defenses are strong and the Psynex would warn them if not join the fray.



Populace

The population of the city is 84% psychics and predominantly humans (roughly 54%). Of the psychics, 50% are Master Psychics of one kind or another, with 30% Major Psionics and 20% Minor. Since Psyscape was originally created by psychics as a haven for psychics, the population is predominantly composed of individuals of substantial psionic power. This unique aspect (there are no other major cities or kingdoms dominated by psychics) continues to bring individuals and clans of psychics to the city. Furthermore, their reputation as idealistic crusaders, protectors and masters of mind and body tends to keep undesirables away and intimidates ordinary folk.

Location: Near where the city of Dayton, Ohio once stood.

Estimated Population: 76,890 with a projected growth of 10% to 15% annually with its return to the Magic Zone.

Racial Breakdown:

- 54% Humans
- 18% D-Bees (a large variety)
- 10% Yhabbayar Bubblemakers



Breaux!

- 4% Elves
- 2% **Psi-Stalkers**
- 2% Feral CS mutant animals (mostly Dog Boys)
- 2% Dragons
- 1.5% **Psi-Goblins** (of good alignment)
- 0.5% True Atlanteans
- 6% Others, mostly natives of the Astral Plane.

Average Alignment:

- 40% Principled
- 41% Scrupulous
- 10% Unprincipled
- 5% Anarchist
- 2% Aberrant
- 2% Others

Average Level of Experience (NPCs): 4-9th level

Master Psychic O.C.C.s/R.C.C.s

- 21% Mind Melter
- 19% Psi-Warrior
- 12% Psi-Ghost
- 11% Burster
- 10% Zapper
- 8% **Psi-Nullifier**
- 7% Psi-Tech
- 4% Psi-Druid
- 3% Nega-Psychic
- 2.5% **Psi-Slayer**
- 0.5% Mind Bleeder
- 2% Other

Non-Psychic O.C.C.s:

- 20% Magic
- 17% Various Men at Arms
- 15% Scholars, Teachers, Thinkers
- 10% Healers
- 38% Others

Special powers of the Psyscape™ Psychics

Although most psychics born and raised at Psyscape (83%) possess the usual Psychic R.C.C.s and corresponding abilities, skills and disciplines, they are also more advanced in both the culture and the use of their powers. Most have learned to open their spiritual Third Eye and as a result, are more keenly aware of the world around them, especially the needs, emotions and conditions of those around them. Even many Major (58%) and Minor (32%) Psychics have mastered their abilities to such a degree that they transcend the typical psychic of Rifts Earth (including the player characters). In game terms, this translates into the following bonuses, modifications and additional powers *exclusive* to the psychics of Psyscape (and a handful of others in the Megaverse).

Note: Not all the psychics of Psyscape have reached this evolutionary step in their psionic sensitivity and power. For some this range of mastery will *never* be attained. For others, it will take years of meditation, inner searching, mastery of mind and body, and learning to develop their imaginations. Newcomers to the City of the Mind's Eye can learn from the Psyscape Masters but require years (typically 10-30) of soul searching, practice, study and self-discovery.

The transmission of the Psyscape character's general feelings can serve as an additional means to calm, soothe, help and intimidate others, but remember, this is a general broadcast and enemies of the character will also sense his emotions. Some will inevitably use this insight to provoke a reaction, or to distract or hurt the psionic character.

1. Radiate their nature. All advanced Psyscape Psychics will radiate their nature and intentions to some degree, and with such magnitude that any psychic will feel it up to 100 feet (30.5 m) away and nonpsychics within 12 feet (3 m). This radiation of their feelings and intentions is the equivalent of a weak empathic transmission. **Note:** Half the range for Minor Psychics.

Generally, most Psyscape champions are at peace with themselves, compassionate and helpful. They tend to radiate a sense of the positive, contentment, compassion and caring feelings. They enjoy life and see beauty and potential in most everything. Most are very much "the glass is half full" kinda folks who care about the welfare of others.

The following are some typical emotions and some of the *signals* they can send to those who feel them. Most don't have any particularly ill or dramatic effect other than making the people around them aware of their feelings, which may create some tension if these emotions are negative.

Genuinely helpful/kind/concerned: Sends the message he/she really wants to help or understand.

Genuinely sympathetic: People sense they are good listeners and tend to open up to them.

Happiness: The feeling generated is positive, joyful and sometimes a bit giddy. It sometimes gets others to relax and enjoy themselves.

Positive: Conveys a feeling of confidence and may boost the morale of those around him.

Dislike: Ever get the feeling that somebody doesn't like you without him or her saying a word? Well, this is it. The character(s) can feel the psychic's doubt, distrust, dislike or disdain and instinctively tends to avoid him and reciprocate emotionally with either a similar dislike, or disappointment and a desire to earn his respect and acceptance if not actually being liked. This "feeling" is typically a response to somebody the psychic thinks is a liar, cheat, spy, or despicable person and is usually a reaction to something a character says or does.

Angry: The psychic is pissed off and radiates with seething emotions like a storm. Friends and allies around him will know to get out of his way or not to provoke him further. Anger is often a prelude to **violence**, like the cocking of a gun. The question becomes, will he pull the trigger and explode into verbal, psionic or physical violence? Anger is a natural emotion and not necessarily a bad thing. Depending on the situation, characters dealing with a Psyscape psychic should react as their individual conscience tells them; either leave him alone and let him cool off, be ready to support his inevitable attack on an antagonist, calm him down or restrain him from doing something he may regret, etc.

Mean and/or Spiteful: The psychic is feeling mean and spiteful. This usually means he's in a nasty mood and either short-tempered or looking for a fight; verbal or physical. Wants to lash out and hurt somebody, so it's best to leave him alone and let him get over it, or try to reason with him and get him to snap out of it.

Vengeance: Those who feel this emotion may be surprised at its intensity and power. It can be frightening and intimidating, although it is likely to provoke a sense of reward and determined antagonism or similar vengeance within the person(s) it is directed at. Like all emotions, how the psychic reacts to his feelings may be entirely different than what he's feeling, but will serve as a signal that a potentially volatile moment has been reached.

Self-pity: The character is overreacting to something and feeling sorry for himself. This may be an opportunity for an ally to lift his spirits or the psychic may just be annoying and whiny.

Fear: To be afraid is another natural emotion and nothing to be ashamed about. Unfortunately, when others sense that a hero is afraid, it may also make them nervous or afraid and undermine other people's confidence and morale. Or it may provoke bravado and determination; varies with the personality of each individual.

Note: All these feelings must be genuine and can *not* be disguised or hidden. Like any of us, these emotions change throughout the day in response to different situations and mental and emotional stimulation. In most cases, those around the psychic will know he is feeling a certain way, **angry**, sad, etc., but will not usually know exactly why or specifically who it is directed at. On the other hand, the specific person or people responsible for the feeling will secretly know it is them.

2. Dreamvision. Psyscape psychics can speak to kindred spirits (only) — people like them, with the same goals, alignment, general outlook on life or personality and feelings — by appearing to them in a dream and talking. This is actually a form of telepathic communication and involves conversation, not visions, cryptic images, or a **dreamscape** — just the dreamer and his Psyscape pal talking, only the conversation takes place in a dream, and the dreamer can never be certain that it was real. The Psyscape psychic can talk about anything, just like real people, although the **dreamvision** power is typically used to give the dreamer advice, encouragement, something to think about, or a warning.

When the dreamer awakens, that particular dream will be unusually vivid and the character will remember most (5D6%+70%) of what was said.

3. Transform into energy beings: Can transform body and mind into pure psychic **energy!** In this form they can place themselves into stasis and exist inside a ley line for decades (minimum one year, maximum one hundred). This can be done for any number of reasons, but typically to meditate and resolve some problem or inner turmoil within themselves. While inside the ley line, they can focus on their own thoughts but are not aware of the passage of time or most things happening in the real world. They can be aroused and choose to awaken when a Rift opens on that ley line, if the energy of ley line drops precipitously (40% or more), or when they sense a powerful supernatural evil or intense desperation, fear or need of people on or near the line. They, as living beings, cannot be absorbed or used to cast magic as part of the ley line.

The psychic can also turn into energy if he is flung into a dimension where the physical body cannot exist but energy can.

Both situations are very uncommon and require intense concentration and the expenditure of 270 I.S.P.

4. Sense Supernatural Evil and Magic Energy: Fundamentally the same as the **Psi-Hound**. Like a bloodhound smelling a familiar scent, the Psyscape psychic (Master, Major and Minor) can detect the presence of supernatural evil and magic energy (P.P.E. used as a spell, in magic devices and large amounts in people; 80 or more points). The ability is constant and automatic, just like the ability to see and smell.

The psychic can sense whenever a magic spell is used within the range of sensitivity. If the energy is being continually expended, like a series of magic attacks, or is of a **duration/affect** longer than one melee round (15 seconds), the character can trace it with relative ease to the source (i.e. the supernatural creature or the character using magic).

Base Skill: 72% +2% per level of experience to identify the specific type/race of paranormal creature, and includes alien intelligences, gods, demigods, demons, vampires, entities and creatures of magic, like dragons. This ability can also detect whether a person is possessed by supernatural beings.

Base Skill at tracking by this "psychic scent": 50% +5% per level of experience. 70% +3% per level of experience *if* the supernatural being is also using magic.

Range: 100 feet (30.5 m) per level of experience to sense the presence of a supernatural being when it is not using any special, magical or psionic powers.

1000 feet (305 m) +100 feet (30.5 m) per additional level of experience when the supernatural force is actively using its supernatural powers or magic. Half these ranges for Minor Psychics. **Duration:** Automatic and constant.

I.S.P.: None, automatic.

Note: Close proximity to ley lines and nexus points disrupts the psychic senses, rendering them useless.

5. Extended Psionic Power: The Psyscape Master and Major Psychics who have learned to use their Third Eye have double the range and duration of either all Sensitive or Healing powers (pick one category). Likewise, the Master character can have one Super-Psionic ability that is double its usual range, duration and power/damage/effect.

6. Special Bonuses: +3D6 to S.D.C., +6D6 to I.S.P. base, +2 to M.A. attribute, +2 to save vs possession, +2 to save vs despair based attacks, +2 to roll with impact or fall, +2 to disarm, +2 to pull punch; bonuses are half for Minor Psychics.

Places of Note at the Astral City of Psyscape™

The Halls of Government: Located in the exact center of the city is an enormous structure constructed entirely of white marble that is three stories high and the size of four city blocks. The classical Greek-style complex holds all of the city's government offices — the parliament chamber, treasury, archives, courts, jail, public works, offices of elected officials and bureaucrats, etc.

Psi-Warrior Headquarters: Near the Halls of Government is the headquarters for the **Psi-Warriors**. It is a **walled-in** compound made of mottled stone blocks that is actually several times larger than the government building. It is a combination medieval keep, Oriental compound and modern building. In addition to training and exercise grounds are swimming pools, gardens,

fountains, and works of art to help expand the mind and assist in meditation. Living within the secure compound are roughly 2000 **Psi-Warriors** as well as 2000-4000 trainees.

Consulate: Out of place in the classical **style** city is a cluster of ultra-modern buildings that serve as the embassy complex for visitors from Rifts Earth and other dimensions. A beautiful park with a natural looking waterfall is located in the center of the consulate area surrounded by small shops, restaurants, art galleries, museums, and entertainment places.

City Gardens: In the downtown area of the city, close to the government building and **Psi-Warrior** compound, is a vast public park. The park which measures six square miles (10 km) and is open to all city residents and visitors. Clearly marked pathways run throughout the area which is divided into playing fields, a water park (around an artificial lake), an orchard, hanging gardens, floral beds, and forests. Vegetation in the gardens, which comes from hundreds of places throughout the **Megaverse**, is tended to by a staff of **Psi-Druids** and botanists. There is also an Oriental style rock garden and area of towering pillars of stone for those who enjoy climbing and high places.

The City Gardens are also home to thousands of insects, birds and animals that pose no danger to the citizens. These animals come from hundreds of different locations and range from the mundane like brown squirrels to very alien animals that few humans have seen.

City Zoo: This facility is more like an expansive animal preserve that sprawls for miles at the south end of the city (or at least what seems to be the south in the Astral Plane). It contains **twenty** thousand nonsentient animals and is one of the largest of its kind on Earth, only the **Splugorth** slave markets on Atlantis are known to be larger, at least in this part of the world. The animals come from areas all across the Earth as well as from countless places across the Megaverse. They live in protected areas that simulate their natural environment but which also allow for visitors to safely view. A combination of Astral forces and telekinetic force fields as well as empathy and other psionics used by zoo personnel keep everything in check and safe. All of the animals are well cared for by a staff mostly made up of **Psi-Stalkers**, **Psi-Druids** and **Simvan** with a handful of other people who enjoy wildlife and have an affinity with animals.

It is worth visiting the city just to see the fascinating collection of animals at the city zoo. And the cost per person is a steal — only two credits to cover the cost of caring for the animals.

Cloud City: This is not a city in the clouds (actually **Psyscape** is sort of that), but a city made of the **ectoplasmic** clouds that fill the Astral Plane. This part of the city is home to creatures native to the Astral Plane and sculpted entirely from the minds and imaginations of its residents. Its towers, domes and archways made of clouds can be seen from anywhere in **Psyscape** and adds to the fanciful and exotic beauty of the city.

Bazaar: A brightly colored plaza area positioned close to the City Gardens has been set aside as a bazaar for merchants and traders. Within the confines of the plaza, decorated by the odd pillar or statue here and there, are exactly one thousand booths that merchants can rent for the price of fifty credits, or the equivalent, per day. Virtually any product that one could want, other than weapons and slaves, is to be found at the bazaar, including some from other dimensions and planets. Items include fabrics, spices, alcohol, foods, fruits, vegetables, household

wares, raw materials, tools, vehicles, precious gems, jewelry, pottery, artwork of all kinds, and so on. Other booths offer services such as healing, massages, counselling, tattoos, tailor-made clothing, repairs, etc.

Psychic Academy: As the only learning institution in the City the Psychic Academy is a combination of liberal arts university, technical college and seminary. The majority of the buildings and classrooms on campus are earmarked for regular courses of study that includes history, literature, sciences, sociology, philosophy, the arts, and so forth. **However**, the Academy includes two unique faculties where the object of study is psychic phenomena and their applications.

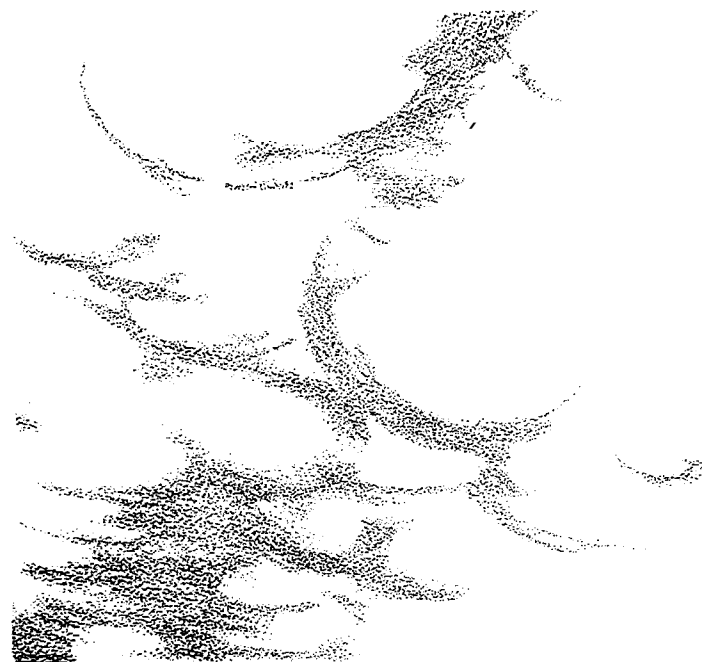
The *Faculty of Psychic Technology* is the smaller of the two. Its program teaches psychics how to design, build and repair psychic devices. This is a science similar to **Techno-Wizardry** that uses psionics rather than magic to achieve the same ends.

Somewhat larger is the *Faculty of Psionics* which is devoted to studying all psychic phenomena, as well as the supernatural. Professors of this department are concerned with all areas of psychic research: what triggers psionics, how these powers work, what boundaries are there, how they can be better controlled, etc. Another program within the faculty teaches psychic students meditation techniques and how to control their powers.

Enrollment in the Academy is always high. Students are welcome from all areas of the Megaverse, although thus far, most have been from **Psyscape**, Earth or the Astral Plane.

In addition to the places above, the city holds hundreds of other attractions, including hotels, restaurants, theaters, museums, magic guilds (small), libraries, liveries, and so forth. The residences are mostly small homes with gardens or cloudy space around them, close but not too close, to their neighbor. The entire **Psyscape** region covers 100 square miles (160 km).

For indepth information about the Astral Plane, take a look at *Nightbane™ Sourcebook One: Between the Shadows*. Most of the concepts, creatures, powers and O.C.C.s are easily adaptable to any **RPG** setting that draws upon the Astral Plane, including **Rifts®**. Plus the material is fun and helps to add dimension to the realm of clouds and spirits.



Psychics & Psionic Powers



Terms & Notes

Psychics

By Kevin Siembieda

Psychic characters are sometimes referred to as "P.C.C.s" or Psychic Character Classes. This term was first used in **Beyond the Supernatural™** and also appears in the **Nightbane™** RPG series. In **Rifts®**, "psychics" have been considered an R.C.C./Racial Character Class. This is because a character is

born with psychic abilities, they are not something that can be learned — although there are some devices and implants that can instill psionic powers in non-psychics.

Psionic is the term used to refer to psychic abilities; extraordinary powers of the mind and sensory perception. Psionic is also sometimes used to refer to a psychic person, i.e., "the psionic attempted a telepathic probe." Psionic has also come to refer to the mental power, i.e., "a psionic power," or, "he has psionics."

Psychic. Any human or D-Bee who possesses psionic abilities is generally regarded as a psychic, but any living creature (usually intelligent) who possesses mental powers can be considered "psychic." The word "psychic" has its origins in 20th Century Earth and pertains to the human mind or psyche (mind and soul/spirit). 20th and 21st Centuries humans also referred to "mind powers" and extraordinary sensory abilities as "Extra-Sensory Perception," or E.S.P. Such abilities include clairvoyance, telepathy, empathy, the ability to see auras, and telekinesis, among a host of others. Even on Rifts Earth, exactly what psychic abilities are, and how they work remains a mystery.

On Rifts Earth, a psychic is any creature who possesses mental powers and perception beyond the norm. An estimated 25%-40% of all humans are believed to have some measure of psychic ability, although many ignore their abilities and never develop them enough to call upon them at will like most psychic R.C.C.s. These levels of power have been divided into the classifications of Minor, Major and Master psychics.

How to Determine Psionics

There are three ways of getting a character who has psionic powers. The first, and simplest way is to select one of the "psychic" Racial Character Classes (R.C.C.s). A **master psionic** is the most powerful of all natural psychics and is available only from the Psychic R.C.C.s. A psychic character class automatically gets a comparatively large number of psionic abilities, and may also get special abilities exclusive to that psychic R.C.C. Each specific R.C.C. will explain the character's background, orientation, and **psi-abilities**. However, while the psychic R.C.C. is heavy with psi-powers, it is limited in skill development. Psychic character classes that offer great psionic powers include the *Mind Melter*, *Mystic*, *Mind Bleeder*, *Psi-Stalker*, *Burster*, and many of the characters in this book. Each is born with, and trained in, the mastery of their psionic abilities.

Another way is to select an O.C.C. that offers *minor* psionics. Such O.C.C.s include the *Operator*, *Crazies*, and *Cyber-Knight*, but these characters have only a tiny bit of psychic powers.

The third way to get a *human* character with psionics is to roll percentile dice on the following random table.

Random Psionics Table

01-09 Major Psionics

10-25 Minor Psionics

26-00 No Psionics

In the world of **Rifts**, psychic powers are comparatively common. Even an average human and many D-bees *may* have some degree of psychic power. Note that some D-bees and other non-human races may be predisposed to psionics (i.e. all or most consistently have the same types and range of abilities) or don't have psionic abilities at all (a genetic limitation). Any race that does not have psionics cannot roll on the Random Psionics Table nor select any R.C.C. or O.C.C. that has psionic powers.

A Minor Psionic selects two powers from any *one* of the following psionic categories: Sensitive, or Physical, or Healer. Two psi-powers, even spectacular ones, are considered inconsequential and the character must select an O.C.C., without modification.

The number of Inner Strength Points (**I.S.P.**) for a minor psychic is determined by taking the M.E. attribute number, a roll of 2D6 and adding both numbers together. This is the base I.S.P.; add the roll of 1D6 per each level of experience.

A Major Psionic is a character who has an impressive amount of paranormal abilities. Unlike the Minor Psychic who can only select from one category, this individual can select a total of eight (8) powers from *one* category or a total of six (6) from any of the three categories available. The categories from which a major psionic can select include Sensitive, Physical, and Healer. This means the psychic can have a combination of power types.

O.C.C. modification: The development of extra-sensory abilities means that a certain amount of time and energy has been expended on their development and not on formal education. The major psionic must select an O.C.C., but all skill bonuses are reduced by half (round down fractions) and the number of other O.C.C. Related Skills are also reduced by half. Secondary skills are not affected. Major (and Master) psychics must also submit to IC implantation and registration at all Coalition cities.

The number of I.S.P. for a Major Psionic is determined by taking the M.E. attribute number, a roll 4D6, and add both numbers together. This is the base I.S.P.; add the roll of 1D6+1 per each level of experience.

A Master Psionic! A Master Psychic is an individual with highly developed psionic powers and is exemplified by the various Psychic R.C.C.s in **Rifts**® and this book. A Master Psionic cannot be Randomly rolled. Many demons and supernatural beings are the equivalent of a Master Psychic, although their unique inhuman nature and orientation gives them a different range or use of psionic abilities and seldom makes them one of the R.C.C.s available to humans. Master Psychics are the fewest in number but possess the greatest mental and sensory abilities. The Mind Melter and Burster are the most famous and most common of these so-called "Master Psychics," but **Nullifiers**, **Mind Bleeders** and others (presented in this book) are also Masters of Psionics.

Mystics are considered master psychics, but part of their psychic power is to intuitively know a handful of spell incantations and how to use them. Their magic abilities take the place of super-psionics and a more expansive range of psionic powers.

Note: A player may skip rolling for psionic abilities if he or she does not want a character with psionics.

Level of Experience

The term, "per level of experience" or "per level of the psychic" refers to the experience level of the character *using* psionic powers. This is a very important **stat**, particularly in a combat situation, because the higher the psychic's level of experience, the more powerful the psionic ability — power typically being measured in *range*, *duration*, *size* and *damage*.

Many psionic powers will indicate something like "**Duration:** Two melee rounds per level of experience"; or "**Damage:**

1D6 M.D. per level of the psychic," and so on. This means that a third level psychic using a power with a duration of two melees "per level of experience," can maintain the psionic effects for a maximum duration of *six melee rounds* or approximately 90 seconds/a minute and a half. In this case, if the damage is "1D6 M.D. per level of experience," depending on how the psionic power works, each psychic attack unleashed by the character inflicts 3D6 M.D.

Range

Range indicates the maximum distance the psionic power can be used or directed. It may be limited to "X" number of feet, "X" number of feet per level, touch, or radius (area of a psionic effect). Unless stated otherwise, it is assumed that a psionic power affects only *one* character at a time. All area affect powers will define the radius of effect.

Line of vision is typically associated with range, and means the psychic must be able to *see* his target or recipient, as well as be within range. If the target is not seen (hiding, totally obscured by a crowd, obstacles, darkness, invisibility, etc.) or just not seen by the psychic (hiding, behind him, beyond normal vision), the psionic power can not be used on him. However, some line of vision powers can be directed in a specific "area" that the psychic can see to affect everybody (hidden or invisible people included) within that zone or radius of effect. **Note:** Psychics often possess sensing and communication abilities that transcend physical barriers and don't require "line of sight" to use. These include telepathy, empathy, clairvoyance, sixth sense, sense evil, and most other "sensing" or sensory abilities.

Self. Many psionic powers are mind-over-matter or sensory abilities that only affect, empower or enhance the psychic who uses them. Such powers cannot be used to empower others.

Touch means that the psionic effect can only be transmitted through physical contact.

Called Shot. Psionics that require the psychic to aim and shoot (typically energy bolts) or to manipulate a psionic manifestation (ectoplasm, telekinesis, **electrokinesis**, etc.) can make a "called shot." This means the character is aiming for a particular target, person or location. A successful roll to strike means a direct hit on the desired target. Same rules apply as when using a modern weapon.

Duration

Different psionic abilities will create effects with varying amounts of time in which they stay in effect. In addition, most (not all) will last longer if the psychic is more experienced and powerful (i.e. "X number of minutes or melee rounds *per* level of the psychic").

Instant means the psionic effect happens the moment the character unleashes it. There is no delayed reaction, nor lingering influence or manifestation. Mental Bolt is an example of an "instant" effect — it is fired and the psionic manifestation is over. By contrast, Psi-Sword, Psionic Invisibility, Telepathy and many other psionic powers last the entire melee round to several minutes, enabling the psychic to use that power several times, perhaps against several different opponents. The higher the character's level of experience, the longer the power is likely to last.

The psychic using a mind power can **cancel/stop** its effect or influence instantly at any time. Likewise, the psychic does not

have to create the psionic manifestation for its full duration (or full damage, range, etc.), but can impose any amount of time limit (etc.), as long as it does not exceed the maximum possible duration.

A melee round is approximately a 15 second combat period. During that period, a character has "X" number of attacks or actions "per melee round."

Focus and Concentration: Unlike magic spells which can be cast and left in effect while the mage runs off to do something else, most psionic abilities require the psychic to focus and direct them in order to maintain their effect. This often means the psychic must remain nearby to keep the effect or manifestation going, sometimes interfering with his other actions and skill performance. Likewise, knocking the psychic unconscious will frequently bring the psionic power or manifestation to an abrupt end.

Cancelling a psionic power, effect, or manifestation can usually be done with a thought, but can only be done by the psychic who is using that ability.

Area Affect Psionics

Psionic abilities that affect an area or which can affect more than one opponent at a time are uncommon, but a few do exist. A psi-power with a 15 foot (4.6 m) radius will affect (or has the potential to affect) *everybody* within the circle of its influence. In most such instances, each individual gets to make a save vs psionic attack. Those just outside the area or "radius of affect," are untouched and unaffected by the enchantment, but if they enter that area, they too may suffer or fall under its power (roll to save). The "area" may be **enlarged/extended** "per level of the psychic," **and/or** inflict greater harm.

Radius is like the circular ripple that appears when a stone is dropped in a pool of water. It radiates out along the surface of the water, only in this case, the ripple stops at a particular size and continues to affect everybody within that radius or circle. In most cases, the "radius" or diameter is measured along a flat surface and affects everybody in that area up to about 10-15 feet (3-4.6 m) above the ground (or floor as the case may be). This is not a 3-D spherical effect that goes through the floor to the basement or to the floors above the ceiling. In the case of some psionic abilities like telepathy and empathy, the psychic's power is not impaired by walls and can be used to communicate with, or sense what lies beyond them.

Saving Throw

Characters save vs psionic attack depending on their own psychic nature. All rolls are made on a 1D20, in this **case**, the higher the roll the better. For example, a Non-Psychic must roll a 15 or higher to save against psionic attack. That means a roll of 1-14 fails and the character falls under the influence or suffers damage from that attack.

Animals need to roll a 15 or higher to save.

Non-Psychics need to roll a 15 or higher to save.

Minor & Major Psychics need to roll a 12 or higher to save.

Master Psychics only need a 10 or higher to save.

Note: Most dragons and many supernatural beings, especially greater demons, are considered minor or major psychics and save on a roll of 12 or higher.

To save against a psionic attack, the player rolls a 20-sided die and must match or exceed the number required to save; typically 12-15.

A successful saving throw against psionic attack means the mind power has no (or a greatly reduced) effect on that particular character. The psychic expends valuable I.S.P. whether his opponent falls victim to it or saves. The act of **casting/unleashing** the psychic power burns up I.S.P. whether the attack succeeds or not.

A failed roll to save vs psionics means the psionic influence or attack has full effect on the victim. Some types of physical attacks generated by the **psychic's** mind power, such as telekinesis, electrokinesis, hydrokinesis, pyrokinesis, mind bolt, psi-sword and similar attacks in which a physical force or energy is being conjured and directed against a character can *not* be avoided by rolling a saving throw. In these instances, the saving throw does not apply. However, the physical attacks can be *dodged* like any physical attack.

Penalties to Save: Some psionic powers are extra powerful or have some aspect that makes them harder to save against than usual. The description of such an ability will indicate *the penalty* (i.e. -2 to save, etc.) under the "Saving Throw" stat. If no minus is indicated, the standard save applies.

Animals are generally more sensitive to psychic phenomena than most humans but don't fear it. Many, like dogs, cats, and horses can sense the supernatural (demons, gods, ghosts/entities, spirits, witches, the demonically possessed, etc.) and creatures of magic (dragons, faerie folk, etc.), and tend to be wary of them. Animals **are fearful** of supernatural evil and usually try to avoid contact with them.

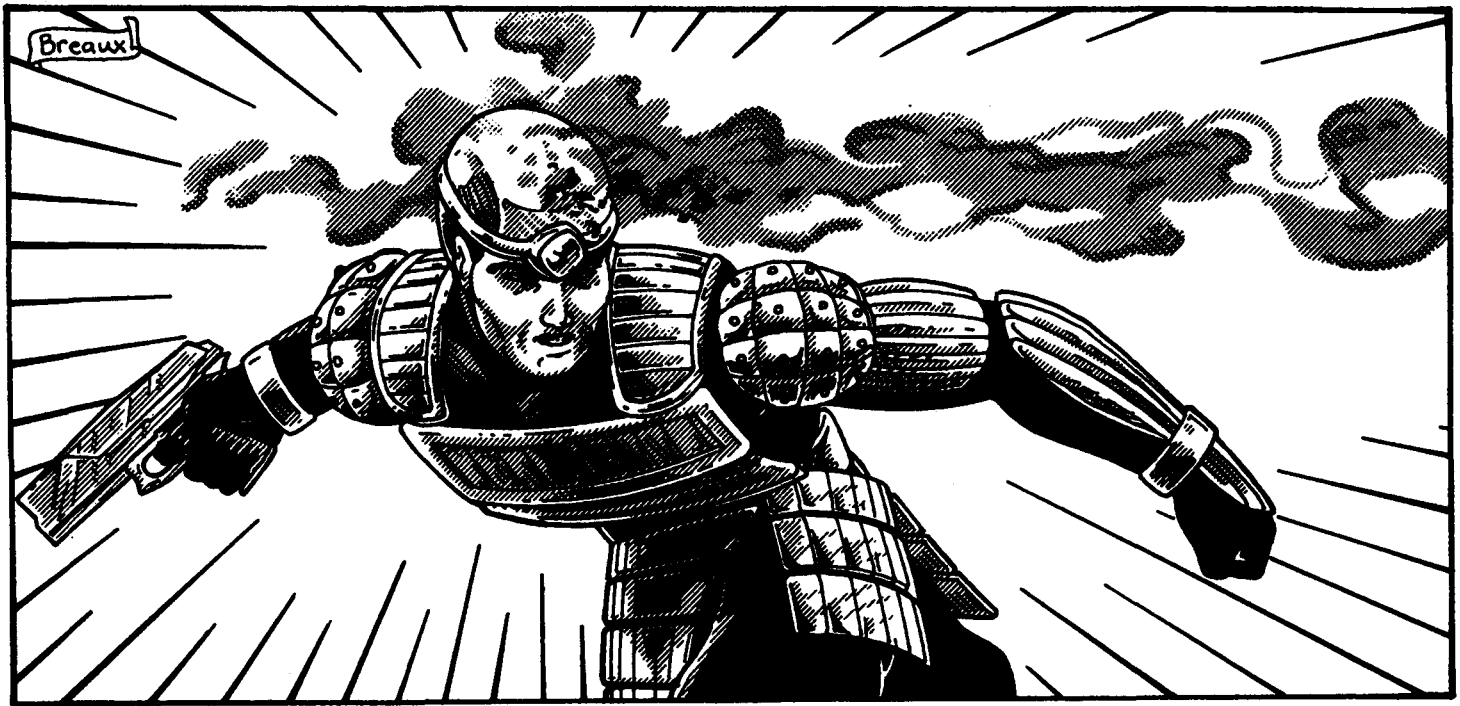
Inanimate Objects do not get a saving throw.

Resistance to psionics, even resistance against beneficial psionics such as psychic diagnosis, healing, telepathy and others, gives the resisting character a chance to save vs psionics as if he were under attack (roll 1D20 as normal). A successful "save" means the psionic influence has no effect. In the case of telepathy or empathy, the character is able to temporarily "block" it, so the psychic does not get a reading, impression or thoughts. The same psychic can try to push past the resistance after the next melee round (15 seconds).

Psionic Attacks Per Melee

Psionic powers are mental and can usually be cast in place of a physical action. A psychic may use his psionic attacks at an equal number to his physical ones; i.e. if the character has five physical attacks per melee round, he can use five psionic ones instead, or any combination of the two (i.e. one psionic attack and four physical, or three psionic attacks and two physical, etc.). The bottom line is that each use of a psionic ability counts as one attack or action that melee round.

Another way to look at it is that most psionic attacks/powers count as one melee action. Note, however, that *some* may use up several or all attacks that round in order to maintain control or influence over that power. Some also require **perparation** or meditation. Such limitations, penalties and considerations will be presented in the description of the specific ability.



-Psionic Abilities

Note: The number in parentheses indicates the amount of I.S.P. needed to use the psi-power.

By Patrick Nowak & Kevin Siembieda

-Complete Alphabetical Listing

Healing

- Bio-Regenerate (self) (6) — Rifts® pg. 115
- Deaden Pain (4) — Rifts® pg. 115
- Detect Psionics (6) — Rifts® pg. 115
- Exorcism (10) — Rifts® pg. 115
- Healing Touch (6) — Rifts® pg. 116
- Increased Healing (10) — Rifts® pg. 116
- Induce Sleep (4) — Rifts® pg. 116
- Psychic Diagnosis (4) — Rifts® pg. 116
- Psychic Purification (8) — Rifts® pg. 116
- Psychic Surgery (14) — Rifts® pg. 116
- Resist Fatigue (4) — Rifts® pg. 116
- Restore P.P.E. (4; New)*
- Suppress Fear (8; New)*

Physical

- Alter Aura (2) — Rifts® pg. 116
- Deaden Senses (4; New)*
- Death Trance (1) — Rifts® pg. 116
- Ectoplasm (varies) — Rifts® pg. 117
- Ectoplasmic Disguise (12; New)*
- Impervious to Cold (2) — Rifts® pg. 117
- Impervious to Fire (4) — Rifts® pg. 117
- Impervious to Poison (4) — Rifts® pg. 117
- Levitation (varies) — Rifts® pg. 117
- Mind Block (4) — Rifts® pg. 118
- Nightvision (4) — Rifts® pg. 118
- Resist Fatigue (4) — Rifts® pg. 118
- Resist Hunger (2) — Rifts® pg. 118
- Resist Thirst (6) — Rifts® pg. 118
- Summon Inner Strength (4) — Rifts® pg. 118

- Telekinesis (varies) — Rifts® pg. 118
- Telekinetic Acceleration Attack (10-20; New)*
- Telekinetic Leap (8; New)*
- Telekinetic Lift (6; New)*
- Telekinetic Punch (6; New)*
- Telekinetic Push (4; New)*

Sensitive

- Astral Projection (8) — Rifts® pg. 119
- Clairvoyance (4) — Rifts® pg. 121
- Commune with Spirits (6; New)*
- Empathy (4) — Rifts® pg. 121
- Intuitive Combat (10; New)*
- Machine Ghost (12; New)*
- Mask I.S.P. & Psionics (7; New)*
- Mask P.P.E. (4; New)*
- Mind Block (4) — Rifts® pg. 122
- Object Read (6) — Rifts® pg. 122
- Presence Sense (4) — Rifts® pg. 122
- See Aura (6) — Rifts® pg. 122
- See the Invisible (4) — Rifts® pg. 122
- Read Dimensional Portal (6; New)*
- Remote Viewing (10; New)*
- Sense Dimensional Anomaly (4; New)*
- Sense Evil (2) — Rifts® pg. 122
- Sense Magic (3) — Rifts® pg. 123
- Sense Time (2; New)*
- Sixth Sense (2) — Rifts® pg. 123
- Speed Reading (2) — Rifts® pg. 123
- Telepathy (4) — Rifts® pg. 123
- Total Recall (2) — Rifts® pg. 123

Super Psionics

Astral Golem (50+; New)

Bio-Manipulation (10) — Rifts® pg. 124

Bio-Regeneration (super) (20) — Rifts® pg. 124

Electrokinesis (varies) — Rifts® pg. 124

Empathic Transmission (6) — Rifts® pg. 124

Group Mind Block (22) — Rifts® pg. 125

Group Trance (15; New)

Hydrokinesis (varies) — Rifts® pg. 125

Hypnotic Suggestion (6) — Rifts® pg. 125

Mentally Possess Others (30) — Rifts® pg. 126

Mind Block Auto-Defense (special) — Rifts® pg. 126

Mind Bolt (varies) — Rifts® pg. 126

Mind Bond (10) — Rifts® pg. 126

Mind Wipe (special) — Rifts® pg. 126

P.P.E. Shield (10) — Rifts® pg. 126

Psionic Invisibility (10; New)

Psi-Shield (30) — Rifts® pg. 126

Psi-Sword (30) — Rifts® pg. 126

Psionic Body Field (30; New)

Psionic Omni-Sight (15; New)

Psychosomatic Disease (30; New)

Pyrokinesis (varies) — Rifts® pg. 127

Radiate Horror Factor (8; New)

Telekinesis (super) (10+) — Rifts® pg. 127

Telekinetic Force Field (30) — Rifts® pg. 127

Telemechanic Mental Operation (12; New)

Telemechanic Paralysis (20; New)

Telemechanic Possession (50; New)

Telemechanics (10) — Rifts® pg. 127

Mind Bleeder Powers

Bleed Aura (6)

Bleed P.E. Energy (10)

Bleed Memory (6)

Bleed Skills (15)

Bleed Truth (8)

Brain Bleed (10)

Brain Scan (10)

Day Dream (8)

Healing Leech (6)

Impervious to Bio-Manipulation (10)

Mental Block (10 or 30)

Mental Block Removal (12 to 200)

Mind Trip (6)

Neuro-Touch (4 to 14)

Neural Strike (25)

New Psionic Descriptions

New Healing Psi-Powers

Restore P.P.E. (4+)

Suppress Fear (8)

New Physical Psi-Powers

Deaden Senses (4)

Ectoplasmic Disguise (12)

Telekinetic Acceleration Attack (10-20)

Telekinetic Leap (8)

Telekinetic Lift (6)

Telekinetic Punch (6)

Telekinetic Push (4)

New Sensitive Psi-Powers

Commune with Spirits (6)

Intuitive Combat (10)

Machine Ghost (12)

Mask I.S.P. & Psionics (7)

Mask P.P.E. (4)

Read Dimensional Portal (6)

Remote Viewing (10)

Sense Dimensional Anomaly (4)

Sense Time (2)

New Super Psionic Powers

Astral Golem (50+)

Group Trance (15)

Psionic Invisibility (10)

Psionic Body Field (30)

Psionic Omni-Sight (15)

Psychosomatic Disease (30)

Radiate Horror Factor (8)

Telemechanic Mental Operation (12)

Telemechanic Paralysis (20)

Telemechanic Possession (50)

Healing Abilities

Restore P.P.E.

Range: Touch

Duration: Permanent

I.S.P.: 4 plus the amount of P.P.E. transferred.

This power allows the psychic to convert some of his I.S.P. to P.P.E. energy and transfer the energy to another person. Two I.S.P. counts as one P.P.E. point. In addition, the conversion and transfer costs four I.S.P. For example, 10 I.S.P. converts into *five P.P.E.* and costs an additional four I.S.P. to make the transfer and conversion, for a total cost of 14 I.S.P. A mind block will prevent this energy transfer.

Suppress Fear

Range: Self or others by touch.

Duration: One minute per level of experience.

I.S.P.: 8

This power temporarily suppresses the chemical and psychological components of fear on the recipient. As a result, the character is unable to feel frightened or is barely frightened, even if intellectually he realizes he is in danger or is facing a terrifying monster or situation. This enables the character to think rationally and take calm, calculated action, rather than respond with the typical "fight or flight" reactions of those who are frightened. While this power is activated, the character automatically succeeds on any roll to resist Horror Factor, even if magically induced. This power can be used on the psychic himself or on one or two others.

Physical

Deaden Senses

Range: 160 feet (48.8 m); line of sight.

Duration: 2D6 minutes; roll for random determination of duration.

I.S.P.: 4

Saving Throw: -1 to save.

This is another form of bio-manipulation, only less severe or noticeable — victims seldom realize they've fallen under the influence of this psionic attack. The psychic is able to induce a physical influence on a single person to make him or her less alert. This is typically used on guards, sentries, and searchers to escape their notice. The victim of this psionic attack momentarily becomes less alert and attentive to the things around him. Small sounds, odors, movements, and details go unnoticed (+10% to the following skills against this **beffuddled** character: camouflage, prowl, palming, pick pockets, **cardsharp**, forgery and disguise) and the deadened character is slow to react; reduce spd by 10%, -1 on initiative, and -5% on skill performance.



Ectoplasmic Disguise

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 12

This is an enhanced control over ectoplasm that gives the psychic the ability to cover and disguise his physical features. Ectoplasm is created as normal, with the mysterious psuedo-

substance rising from the pores of the skin. Instead of forming wispy tentacles, the ectoplasm covers the face. As it solidifies, it becomes a sort of putty-like material that can be mentally shaped and molded by the psychic. Once the desired shapes and features are achieved, the psychic can make the ectoplasm look like real flesh. The best way to create an ectoplasmic disguise is for the psychic to look at a photograph or a frozen video image and concentrate on that image — the ectoplasm automatically molds into that shape/image, including skin color. Not only can the psychic create a mask to hide his facial features, but he can also change the shape and bulk of his body — adding a pot belly, muscles, a tail or extra eye, etc.

Level of proficiency: 50% +3% per level of experience (add +16% if the character has the disguise skill). This percentage applies primarily when trying to accurately imitate a specific person's identity. In most other cases, the disguise is successful in that it obscures the psychic's true identity.

Problems & Limitations: An ectoplasmic disguise is especially effective from a distance, but does not hold up against close scrutiny. The ectoplasm always has a bit of a "dull" and "pasty" appearance, regardless of skin color. If punched, cut, scraped, etc., the ectoplasmic covering will tear away and, in a matter of seconds, noticeably reform to cover the tear/damage.

The psychic must concentrate on maintaining his disguise, which means his attention is divided and concentration hampered. While the disguise is maintained, the psychic suffers the following penalties: -4 on initiative, and reduce all combat bonuses, attacks per melee, **running** speed and skill performance by half! To perform better, the character must relinquish some his control over the disguise, with notable results, like features obviously shitting, drooping or even melting. If the character is seriously injured, knocked unconscious or slain, the ectoplasm melts away, turns into floating globs and disappears in a matter of seconds.

Telekinetic Acceleration Attack

Range: 50 feet (15 m) +10 (3 m) per level of experience; line of sight.

Duration: Instant

I.S.P.: 10 for S.D.C. damage, 20 for mega-damage.

This power works on the same principle as the rail gun but uses telekinetic rather than electromagnetic force. Rather than use telekinesis to lift and move one or more objects, this super psionic power causes a half dozen to a dozen small objects (coins, pencils, small stones, arrows, unloaded bullets, etc.) to hurl at an incredibly high velocity in a powerful (if not short-range) burst of telekinetic energy. All items strike one target at tornado wind velocity.

If 10 I.S.P. are expended the damage inflicted is 2D4x10 S.D.C. If 20 I.S.P. are expended, the damage is 3D6+4 Mega-Damage! The psychic must roll to strike at +1 to do so (no other bonuses apply except any R.C.C. psi-power bonus) and the target must be clearly visible. The psionic attack counts as one of the character's melee attacks.

Telekinetic Leap

Range: Self

Duration: One melee attack/action; in this case, a leap.

I.S.P.: 8

This telekinetic application boosts the person's leaping ability, propelling the psychic an additional two feet (0.6 m) when leaping upwards, and three feet (0.9 m) when leaping across or lengthwise, per level of experience. This power can be used in conjunction with a leap kick attack (damage: 6D6+6 plus P.S. bonuses), but the character will take 2D6 points of damage himself from the hard impact. A die roll to roll with punch, fall or impact, may be needed to land safely after one of these leaps.

Telekinetic Lift

Range: Self or Touch

Duration: 2 melees per level of experience

I.S.P.: 6

Rather than moving objects solely with the power of the mind, this use of telekinesis is used to increase the character's ability to lift and carry heavy weights. The psychic creates a telekinetic field around the object and lifts both physically and mentally (via telekinesis). This enables the psychic to lift and carry weights 20% heavier than his P.S. normally allows. This use of telekinetics is limited exclusively to lifting and carrying heavy weights and cannot be used to hurl boulders and heavy objects as weapons nor can it be used to augment the damage inflicted by a punch, kick or other physical attacks.

Telekinetic Punch

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant

I.S.P.: 6

Saving Throw: Dodge or parry as usual.

This telekinetic power enables the psychic to deliver a powerful punch or kick-like force through telekinetic energy. The

character must actually make a physical punch or kick, but a successful strike delivers a telekinetically enhanced blow. A telekinetic punch will inflict 3D6 S.D.C./hit point damage plus P.S. bonus (if any), and a kick will do 4D6 S.D.C. plus P.S. bonus. The I.S.P. is spent whether or not the punch or kick actually hits the target (roll to strike as normal). The power is used in conjunction with a normal, physical attack that can be parried or dodged by the enemy. Every time the power is used, the psychic must make a save of 14 or higher or he will take 1D6 points of damage himself as a result of wrenched muscles or a dislocated joint from the extra strain on his body.

Telekinetic Push

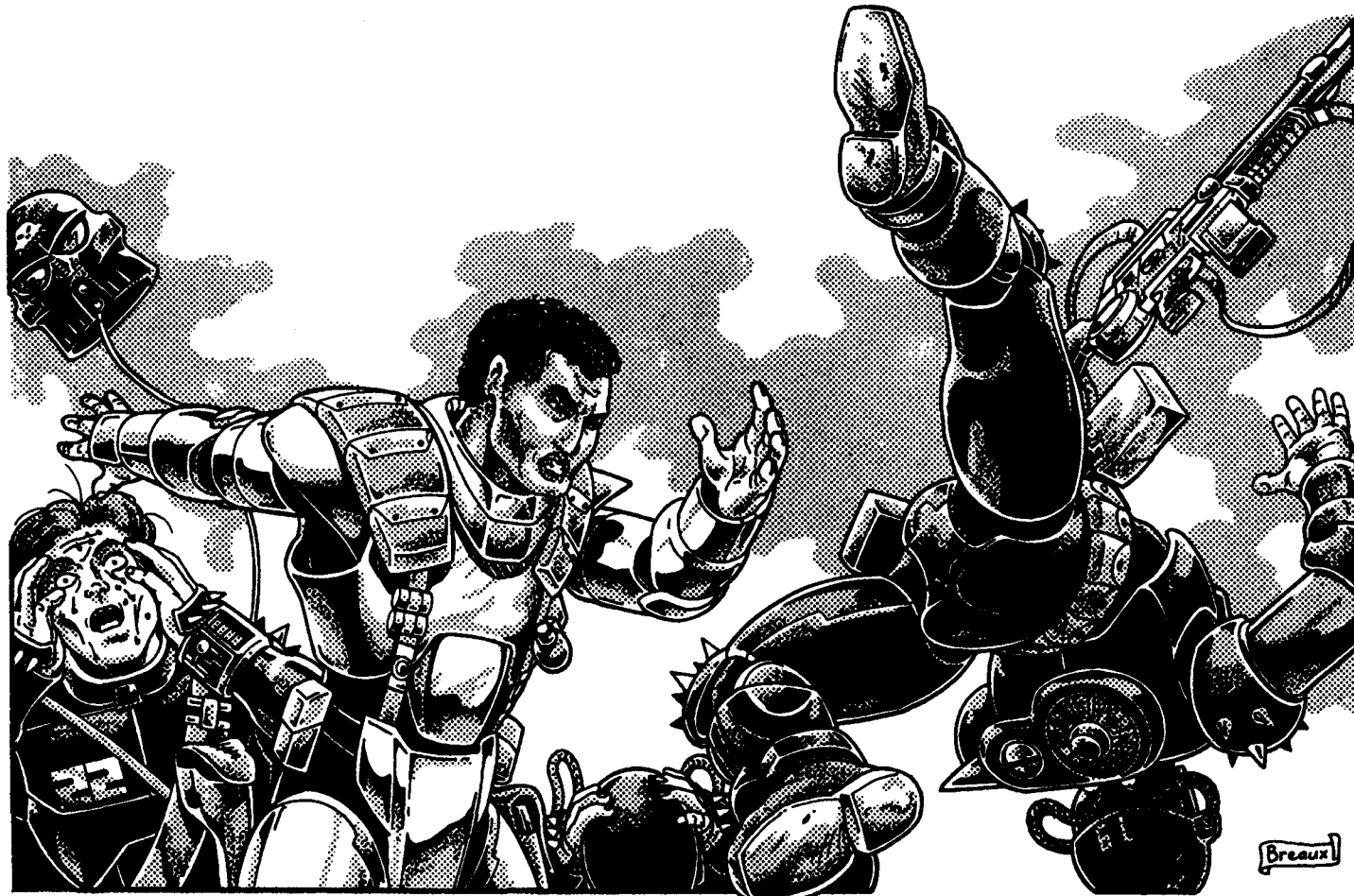
Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant

I.S.P.: 4

Saving Throw: None.

The psychic can effectively create a telekinetic force that pushes away an attacker or anything within range (a door, chair, cart, statue, etc.). The pushing force has the rough equivalent of a P.S. 16 +1 per level of the psychic. The telekinetic push is roughly equal to a body block and does 1D4 S.D.C./hitpoint damage, will knock most ordinary humans back two yards/meters and has a 01-60% chance of knocking the person off his feet (if so, that character loses initiative and one melee action). Characters weighing more than 200 pounds (90 kg) or who possess robotic P.S. or supernatural P.S. are only shoved a foot or two and there is only a 01-12% chance of being knocked off their feet. Inanimate objects weighing under 50 pounds (22.6 kg) are "pushed" or slid across the ground twice as far, roughly four yards/meters (12 feet/3.6 m).



Sensitive Psi-Powers

Commune with Spirits

Range: Self

Duration: Two minutes per level of experience.

I.S.P.: 6

Saving Throw: Standard

Using this power, a psychic can "feel" (not see) the presence of spirits. The term "spirit" includes entities (including ghosts and possessing ones), invisible Astral **Travelers/Astral** beings, the splintered life essence of a god or alien intelligence, the mysterious Indian Spirits, a spirit or demon (or god) possessing a familiar or witch, and imprisoned souls and life essences in rune weapons and similar magical prisons.

The psychic can ask the spirit questions by speaking aloud, although the creature often understands the question on an **em**-pathic or intuitive level. Only the psychic hears the answer (unless he's using a *group trance*) and the answer can be in words or powerful emotions (he suddenly feels its hate, fear, anger, sorrow, etc., instead of a verbal response). It is important to note that the spirit is under no obligation to answer truthfully or to answer at all. Angry and uncooperative spirits may lie, pretend to be somebody else, lash out at the psychic with its own psi-abilities or cause mischief. Likewise, the psychic cannot "feel" or sense the creature's alignment, or magic energy, nor can he use any of his other psionic powers while he is in communion with the spirit. Furthermore, the spirit may break off communication at any time, although the psychic can still "feel" if it is within the immediate area (30 **feet/9 m** radius). The psychic can also break contact at any time, but when *he* does so, he can no longer tell if it is still hanging about.

Intuitive Combat

Range: Self

Duration: Two melee rounds per level of experience

I.S.P.: 10

This is a form of telepathy geared to give the psychic an advantage in melee combat. To put this ability in place, the psychic must concentrate for one melee round (15 seconds), putting himself in a Zen-like state of awareness. For the next two melee rounds, the Intuitive Combat sense makes the character one with his body and weapon, reacting quickly and **eff**iciently with amazing reflex action, balance and grace. **Note:** The psychic is unable to use any other psionic power, including mind block, while this power is in use. He can cancel it with a thought.

Bonuses:

+3 on initiative

+1 to strike

+1 to parry

+4 dodge

+4 to pull punch

+2 to roll with punch, fall or impact

+2 to disarm

Cannot be caught by surprise, even by attacks from behind or from long-range, which means he can try to parry or dodge *all* attacks leveled at him.

+10% to abilities (balance, etc.) provided by the acrobatics **and/or** gymnastic skills, as well as +10% to climb and swim skills.

Machine Ghost

Range: Self; computer by touch.

Duration: Three minutes per level of experience.

I.S.P.: 12

Saving Throw: Not applicable

The psychic goes into a trance as he focuses his concentration on entering a computer or most any type of artificial intelligence (not applicable to sentient, self-aware machines like Archie-3). This power is limited to the acquisition or reading of information only. The psychic cannot input, program, or delete data on the machine. He can also access information *stored* by most electronic means, including computer disks, video and audio disks, film or audio tape, and hard drives. Reading electronically encoded disks and tapes is similar to object read, except in this case, he hears and sees the data as if he were playing it on a computer or disk player, only he perceives the information 10 times faster. Thus, the character can read (never input) information from disks or broken computers without a physical "jack" connection or an actual display device, i.e. computer and monitor, CD player, etc.

As an actual *Machine Ghost*, the psychic mentally enters and travels the neural network of an active computer. He is actually inside the device. In many ways, this experience is similar to Astral Projection except the psychic is "projecting" into the machine rather than into the Astral Plane. It also has the same pitfalls as Astral Projection, as in the character enters a strange, very seemingly real world that he must learn to navigate. Like Astral Projection, the electronic world of computers takes on a virtual world landscape. This means in the computer virtual world, its programs, viruses and defense mechanisms will take on virtual manifestations that can interact, confront, impede, or attack the Machine Ghost.

A password or special access code may appear as a metal door or iron gate, or locked filing cabinet that needs to be (seemingly) broken open to gain access to what is held inside. The more difficult the code, the bigger, stronger and more difficult the door and lock(s). Data is likely to appear as books, paper files, diagrams, film, holograms, and other other common means of communication and documentation. The more sophisticated defense measures are likely to appear as one or more guards who must be defeated before the information is accessible. They can appear as sorcerers, Coalition troops, known enemies or as exotic aliens. Viruses and defenses designed to attack an intruder typically appear as demons or monsters.

Combat in the virtual world seems real and is conducted the same as it would happen in the real world. Combat and damage is measured by the character's perception of his real body armor, weapons and natural powers. When the psychic has lost more than 70% of his armor, or **S.D.C./M.D.C.**, he will feel the urge to flee the virtual world. If he flees, a computer defender will not follow, however a virus will pursue and continue to fight. Although all such damage is only in the mind of the psychic (no physical damage occurs in the real world), if he dies in the virtual world, he can die in the real world as **well!** The shock to his psyche and body will momentarily stop his heart, and he slumps over dead! The character must roll to save vs coma and death. In this case, physical treatment is not necessary and the recovery process, if successful, takes less than a minute. The psychic must roll three times, and the best two out of three rolls

determines life or death. Rolling between 01-75%, two out of three times, means the heart starts and the character is shaken but fine; feels woozy for 2D4 minutes (reduce spd 25% and all combat bonuses by half). Failure to recover from the heart attack means immediate CPR medical treatment is required — paramedic skill will suffice, provided any protective body armor can be removed so that treatment can be issued; rescuers have 10 minutes. Roll to save vs coma and death again; must roll twice under 80%.

The downside in the usage of this power is the psychic loses all sense of time and reality outside the data he is accessing. This means he is oblivious to what is happening around him, and unless protected by a companion, vulnerable to attack without any means of defense. Pain or being struck or shaken will alert the psychic to trouble, but he has the choice of breaking contact and responding, or ignoring it and continuing to retrieve data. Only telepathy can reach the character while in this state (can't hear spoken words or sounds outside the computer), and is a means of two-way communication.

A character accessing a file on a disk can break contact at any time with a thought, although he will be disoriented for one melee round; reduce his number of attacks and combat bonuses by half. Breaking free of a computer virtual world is not so easy.

Leaving virtual space. Unfortunately, leaving the virtual world of a computer is fundamentally the same as the Astral Plane. The psychic can vaguely sense the way he came and must follow it back to the virtual access point. To do so, the player must roll on the following table and must roll "definitely certain" to have his character successfully escape. The player must keep trying until he succeeds or time elapses. If the character cannot escape virtual space before the duration of this ability elapses, he is flung out with the same effect as "virtual death"; roll to save vs coma and death as described above. **Note:** The psychic will instinctively know when he's down to the last three minutes of the duration and when trying to exit, can fly toward the way out (typically appears as a door or a dimensional rift).

01-30 Hopelessly lost (roll again)

31-45 Uncertain (roll again)

46-65 Fairly certain on the right track (roll again)

66-00 Definitely certain! Whew! Made it back.

Mask I.S.P. & Psionics

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 7

This is a psionic power that enables the character to completely mask all spiritual aspects of his psionic energy and powers. Even the aura is temporarily altered. As a result, other psychics, Dog Boys, Psi-Stalkers, and creatures who can sense psionics or see aura will not detect psionics in a character who is masked. However, the masked psychic must "block" himself from the world, which means he cannot use any of his psionic senses or abilities, nor receive empathic or telepathic impressions until he lets the mask go.

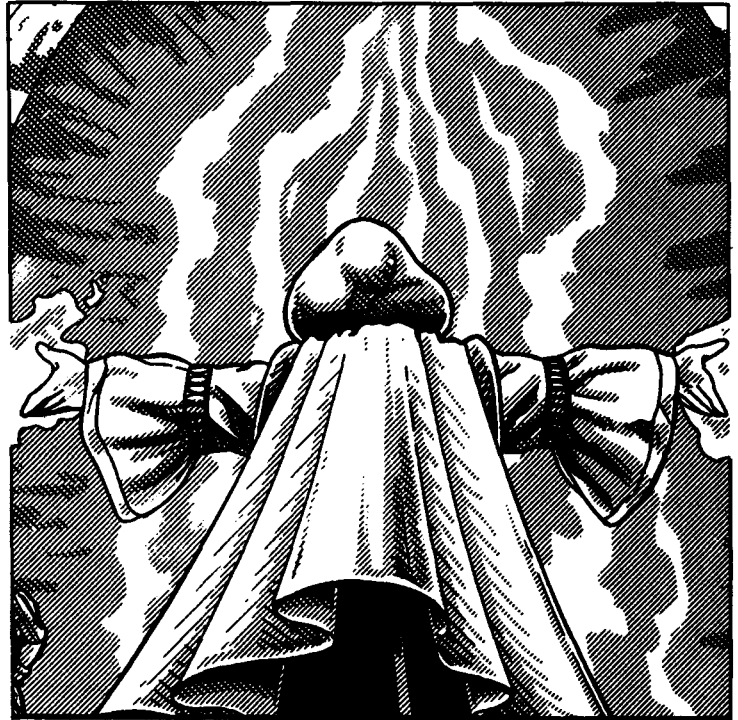
Mask P.P.E.

Range: Self

Duration: Ten minutes per level of experience.

I.S.P.: 4

A psionic power that enables the character to completely mask all but 1D4 P.P.E. of his personal P.P.E. base. Characters who can sense magic energy or see aura will regard this character as having an insignificant amount of P.P.E. This power is especially good as protection against Psi-Stalkers and other P.P.E. vampires. Mystics can easily conceal their magical powers through this psionic concealment.



Read Dimensional Portal

Range: Touch or one foot (0.3 m) per level of experience.

Duration: One melee round per level of experience.

I.S.P.: 6

Saving Throw: Not applicable.

Limitations: Applicable only to *active* (open) dimensional portals and devices that can create a dimensional portal.

This power allows the psychic to get impressions from the portal or dimension spanning device, which instills the character with the following information:

- Destination is relatively **dangerous/hostile** or safe to the psychic. This includes whether or not the environment can support human life.
- Whether there is a strong (or numerous) presense of the **supernatural** (i.e. alien intelligence, gods, demons, etc.) and whether that presense is evil.
- A psychic flash — a brief vision — of who was the last person or persons to use the portal, if any (may be none if it is a random Rift that hasn't been used by any living force).
- Intuitively sense whether the portal or machine leads to any of the following dimensions: the Astral Plane, Xiticix home-world, the **Dreamstream**, or to another location on Rifts Earth.
- If a mechanical gateway or device capable of dimensional **travel/opening** a dimensional portal, whether it is a creation of magic or science, the psychic will get a basic idea of how to operate it in order to open or close a dimensional portal (similar to object read).



Remote Viewing

Range: Self

Duration: 2D6+6 second flash of insight or vision of current events.

I.S.P.: 10

Saving Throw: Special. Other psychics *can feel* or sense when somebody is trying to observe them and can try to resist it by concentrating (uses up one I.S.P.); standard save vs psionic attack (in this case, psionic intrusion). Failure means the psychic is seen via remote viewing. Success means the psychic trying to view is blocked, and he knows that the target has deliberately done so. The target of this power gets no impression from being viewed remotely and has no idea why he is being viewed or by whom.

To use this power, the psychic needs a photo or video image to focus on, even if he knows the person or place intimately. When focused on a particular person, the psychic can see in his mind what the person is doing at that moment for 2D6+6 seconds. The image appears as if the character were looking down through a skylight. He sees only a glimpse of things and may not remember all details. Likewise, he may not see other people outside his line of vision, because the focus is a particular person, not the entire room. If the target is moving, walking, or driving, the remote viewer will know this and follow along for a few seconds, although he may not have a clear idea of his surroundings, but enough of an impression to recognize it if he sees it personally.

The character may also remote view a specific place such as a small to medium room, a corner in a playground or field, a specific entrance to a building, a particular section of an alley, etc., but not an entire house, office building, stadium, street, etc. As before, he must have a photograph, video or frame of film to focus upon. For 2D6+6 seconds, the psychic will see whatever occurs in that small area of that particular place,

In the alternative, the psychic can use remote viewing to catch glimpses/images that tell something about the subject of the viewing. In this instance, he must have 2-4 specific questions, such as, is so and so alive ... the image of the character smiling as he walks through the area appears, or flashes of a brutal attack, blood, and a falling body (indicating death), and so on.

In either case, the psychic cannot look at the same person or place via remote viewing again for another 24 hours.

Sense Dimensional Anomaly

Range: 100 feet (30.5 m) radius per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: None

This power will detect the presence of a dimensional anomaly like an *open/active* dimensional portal or Rift, the random opening and closing of a Rift, ley line storms, and dimensional triangles (The Devil's Sea/Bermuda Triangle), as well as any disturbances caused by *teleportation*, the use of temporal magic or other powers that disrupt the fabric of reality. The character knows when it is happening, when it ends/closes, the general direction, and whether it is far or near, but no exact knowledge of its location or what is happening because of it.

Sense Time

Range: Self

Duration: 15 minutes per level of experience.

I.S.P.: 2

The psychic is able to accurately measure the passage of time, down to within 1D4 seconds. This can be useful when in an environment where the passage of time can be **lost**, and especially when the character must meet with or do something at a precise moment in time, like gauging exactly when a bomb will detonate, when a switch must be turned on or off, and so on.

Super Psionics

Astral Golem

Range: One mile (1.6 km) per level of experience.

Duration: Special

I.S.P.: 50 to create the golem, 10 to mentally animate/control it.

This is an unusual psionic ability that is known only to psychics trained in **Psyscape**, and is possible only in the Astral Plane. Using the "loose" ectoplasm that makes up much of the Astral Plane, the psychic is able to build a vaguely **humanoid** construct. By intermingling some of the psychic's own ectoplasm he can animate and control it. The construct, often called an **Astral Golem**, resembles a Rodin sculpture made of a protoplasmic material. Through concentration, the psychic can animate it like a giant, stringless puppet. It is not actually alive and cannot see, hear, feel pain or emotions, nor think or act independent of the psychic. This construct is typically used to carry heavy objects, defense and combat. As an Astral Creation, it can float and fly as a natural ability (as can most Astral Travelers). Made of the stuff of the Astral Plane, the Astral Golem can inflict damage to all Astral beings.

Stats for the Astral Golem:

The golem is a large, human to double **human-sized** construct of whitish or light grey, semi-translucent material that glows faintly. It can be formed into whatever general shape its creator desires, but is typically humanoid.

- Horror Factor: 8 human-sized, 10 giant-sized
- P.S. 18 (supernatural), Spd 16+1D6
- Attacks per Melee: Equal to those of his creator. In combat, every action by the Astral Golem counts as one of the psychic's. The Astral Golem must remain in sight of the psychic and is rarely sent more than several hundred feet away.
- 1D6 M.D./damage to other Astral Beings from punches and kicks.
- -2 on initiative, -1 to parry and dodge.
- Impervious to most psionic attacks, mind control, fear, and possession (it's not alive). Also impervious to cold, heat, disease, poison, and gases. Energy and projectile attacks do half damage. Vulnerable to physical attacks from other Astral Beings
- 3000 S.D.C./30 M.D.C.; can be **repaired/regenerated** by its creator expending an additional one **I.S.P.** per 2 M.D.C./200 S.D.C.

Group Trance

Range: All willing subjects within 20 feet (6 m) of the psychic, +10 feet per level of experience.

Duration: Two minutes per level of experience or until the trance is **broken**, whichever comes first.

I.S.P.: 15

Saving Throw: None for willing participants. Those unwilling to participate cannot be entranced.

This is an impressive and powerful psionic ability that empowers a major or master psychic. There are a couple of different applications for this power. The noncombat use is a sort of shared communication. Everybody entranced can share in the psionic experiences of the group leader, the character who is using the *Group Trance* power. First, the entire group of willing participants enters into a trance state. While entranced, the entire group is subtly linked to the character using the power. That character can then perform one or two other psychic communication abilities per melee round. These abilities are limited to a few forms of psionic communication (not healing, physical or super psi-powers), including clairvoyance, empathy, telepathy, object read, presence sense, commune with spirits, remote viewing, and sixth sense. The thoughts, visions/images, communication received by the lead psychic are simultaneously transmitted via the trance link to all participants. They see, know or feel everything he does.

The other use of this ability is to willingly pool the I.S.P. of the trance group, to make it available to the lead psychic (the one who is using the Group Trance ability). Once every melee round, the psychic to whom they are linked can draw upon three I.S.P. points from each psychic in the trance group. I.S.P. cannot be drawn from characters who don't have any. These I.S.P. can be used by the lead psychic any way he desires. The others linked to him see, feel and experience whatever he does, including his rationale, motives and emotions.

In both instances, only the psychic has any melee actions, and he is limited to two psionic actions/attacks. All those entranced are simply passive observers or participants. All participants react calmly toward the events, emotions, and visions they experience while entranced. The moment the trance ends, they are back to normal and can respond as is appropriate. Only the lead psychic or the genuine fear of death can break the trance. All snap out of it even if only one person breaks the trance.

Psionic Invisibility

Range: Line of sight or 100 foot (30.5 m) radius.

Duration: One minute per level of experience.

I.S.P.: 10

Saving Throw: Potential victims are -2 to save; area affect.

Psionic invisibility is the ability to remain undetected when in plain sight. This is accomplished via a telepathic impulse that convinces bystanders that the psychic is not a threat and insignificant — beneath their notice. Those affected by the impulse are unable to see the character, and subconsciously avoid colliding with him; they don't see him on a conscious level. **Note:** This **invisibility** works only if the character is "passing through" or hiding and honestly has no intention of attacking or hurting anybody in the area. The slightest ill intent or act toward perpetrating violence instantly cancels the psionic influence.

Individuals watching through video monitors and other sensory equipment can be similarly tricked into ignoring the psychic, but only if within his radius of influence. Those out of range will react appropriately, and once the psychic has been seen, the person is immune to his ability to seem invisible. Likewise, while a **watchguard** may not see or react to the psychic, he will be captured and recorded on film and by sensors. Video cameras, computers and similar devices are never fooled by this power; they are able to notice and record the character as normal (some may sound an alarm too).

Psychic Body Field

Range: Self

Duration: Two minutes per level of experience.

I.S.P.: 30

With a thought, the psychic instantly surrounds himself with a telekinetic force field that conforms to the shape of his body and enables him to physically move and fight. It is a mega-damage structure with 10 **M.D.C.** per level of experience. The field takes the shape of a dim, white, transparent aura that completely surrounds and encloses the body of the psychic. Items held in his hands, hung from his back, or worn on top of his head are not protected.

On the downside, the field does not protect against disease, radiation, or toxic fumes, nor magic or psionic attacks other than physical ones (energy blasts, fire, etc.). Worse, the TK-force field means the psychic loses his sense of touch, because the field is between him and all objects/materials outside the force field. This lack of touch sensation means the character cannot feel much of anything he picks up or touches after the field has been erected. This makes the use of skills that require a sense of touch and manual dexterity -30%, and delicate items may be accidentally dropped or crushed.

Psychic Omni-Sight

Range: 500 foot (152 m) radius.

Duration: 5 minutes per level of experience.

I.S.P.: 15

An advanced form of extrasensory perception that allows the psychic to have a sort of controlled out of body experience. The psychic must spend one minute (four melee rounds) in meditation and enter into a trance state. While entranced, his spirit or essence seems to rise 10-20 feet above his physical body (this is not visible to anybody but other psychic sensitives who can see the invisible, auras or spirits).

From this vantage point, combined with heightened awareness, the psychic sees through his mind's eye, without having to use his normal vision or senses. Psychic Omni-Sight is incredible, enabling the psychic to see in all directions at once, to see radiation, thermal patterns, the invisible, and to literally see any movement, even of the wind! This power enables the psychic to guard or survey a campsite for signs of wayward group members or approaching dangers (maximum range 500 feet/152 m; this psionic vision is **stopped/contained** by walls and other obstacles). It can also be used to survey an area for things that might otherwise escape normal sight or take much longer to locate and identify.

Special Bonuses & Abilities:

- Pinpoints the locations of electrical **outlets**, electronic "bugs" (spy and **surveillance** devices), electronic devices and other energy and heat sources, as well as bionic body parts and cybernetic implants close to the surface of the skin (not bio-systems or artificial internal organs). Such concealed or obscured items can be identified by their shape and heat pattern. Success Ratio: 40% +5% per level of experience.
- This ability can also help the psychic to locate secret compartments and trap doors. Success Ratio: 25% +5% per level of experience.
- See the infrared and ultraviolet **spectrums** of light.
- See heat signatures: can tell if an engine has been recently used or a weapon recently fired (within the last 15 minutes), follow recent footprints or vapor trails (within the last five minutes), see heat signature in darkness and so on.
- Hyper-sensitive to movement. The psychic can not be surprised by movement or attacks within the 500 foot (152 m) radius or confines of the area under psionic scrutiny (may be substantially smaller indoors; closed off by walls and doors).

Limitations: Although keenly aware and alert while using Psychic Omni-Sight, the psychic cannot take physical action, not even to speak, nor use most psionic powers unless he cancels/ends the ability. He can awaken the instant the **psi-ability** ends and leap into action.

While entranced by Omni-Sight, the character can only use the following psionic powers: empathy, telepathy, see aura, empathic transmission and telekinesis. The number of psionic attacks/actions per melee round are half those normally available when not entranced.

Psychosomatic Disease

Range: 10 feet (30 m) and verbal suggestion.

Duration: 1D4 days per level of the psychic.

I.S.P.: 30

Saving Throw: Standard

This power employs the principle of mind-over-matter by inducing the victim to believe he suffers from a particular disease, although no actual physical cause can be found — it's all in the mind.

This is done in a similar way as hypnotic suggestion, requiring the psychic to "suggest" that the character looks ill or that a particular disease is in the area, as well as mention the name of a specific disease along with the most notable (and debilitating or **frightening**) symptoms. Within 2D6 minutes, the intended victim will begin to come down with those symptoms. He will suffer from the affliction, with all its pain and penalties, until one of the following occurs: the psychic who caused the affliction removes it, the character is healed by a psychic healer, a successful magical or priestly Remove Curse spell or ritual is performed, or let the **psychosomatic** disease runs its course (see duration above).

In the meantime, the character will suffer from physical trauma and symptoms (fever, vomiting, coughing, **convulsions**, skin rashes, hives, etc.) associated with that disease, as well as emotional anguish. In most cases, the disease is debilitating for days, but sometimes it can be deadly; dies of dehydration, starvation, injury, etc., brought on by the symptoms **and/or** fear of the psionic illness.

Radiate Horror Factor

Range: Self; affects all who come within 100 feet (30.5 m) of the psychic.

Duration: 5 minutes per level of experience.

I.S.P.: 8

Saving Throw: -1 to save vs horror factor.

The psychic can channel his psionic powers, alignment and emotions to radiate as an aura of power that is frightening. This aura is equal to a Horror Factor (the usual penalties apply) and perceived on a subconscious level. The level of horror varies as follows:

Horror Factor 10 if the character is of a *good or unprincipled* alignment.

Horror Factor 10 +1 per every three levels of experience if the character is *anarchist*.

Horror Factor 12 +1 per every three levels of experience if the character is of an *evil* alignment.

Add one H.F. point to any of the above if the character is also insane or enraged beyond reason.

Telemechanic Mental Operation

Prerequisite: Psychic must also have the *Telemechanics* power.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per level of experience.

Duration: 2 melee rounds per level of the psychic.

I.S.P.: 12

Saving Throw: Special. Regular, non-intelligent machines cannot save vs telemechanic operation. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This power is a step beyond the mere understanding of machines granted by telemechanics, it allows the psychic to telepathically operate machines with his mind! As long as the machine functions, he knows how to use it, and it is turned "on," the psychic can manipulate it with his mind as if his fingers were on the **controls**! This means he can operate computers, key pads, **set/program** an alarm clock, change the radio station, operate a VCR or television, drive a hovercar (even if there is already a driver, but at -30%), cook something in a microwave, turn off (or on) a surveillance video camera, and so on.

The Telemechanic Mental Operation power will only work on machines that have an electronic or other power source. This power does *not* work on artificially intelligent machines (i.e. intelligent computers, robots, etc.), nor on cybernetics, bionics, Techno-Wizard devices, rune weapons or magic items. **Note:** Also see *Machine Ghost* and *Telemechanic Possession*.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep control of the machine. During this period he is -1 melee **attack/action** and -5% on skill performance. He must also stay within range. If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Paralysis

Prerequisite: Psychic must also have the *Telemechanics* power.

Range: Touch or 40 feet (12.2 m)

Duration: One minute per level of experience.

I.S.P.: 20

Saving Throw: Special. Regular, non-intelligent machines cannot save vs telemechanic paralysis. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This is a form of techno-manipulation whereby the psychic is able to psychically bond with the machine and momentarily prevent it from functioning. Just as in bio-manipulation, the psychic blocks the transmission of signals along the machine's "nervous system," effectively incapacitating it. This means the power is only effective against machines that require a power source. Simple devices like wind-up toys, scissors, old revolvers and pistols, **swords**, knives, crossbows, and similar items cannot be affected. The affected machine freezes in place and does not respond to any of its controls until the psionic influence comes to an end.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep the machine inactive. During this period, he is -1 melee **attack/action** and -5% on skill performance. He must also stay within range (40 ft/12.2 m). If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Possession

Prerequisite: Psychic must be a master psionic and also have the powers of *Object Read* and *Telemechanics*.

Range: Touch or 10 feet (3 m) per level of experience.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 50

Saving Throw: Special. Regular, non-intelligent machines cannot save vs telemechanic possession. Artificial intelligences (robots like Skelebots) need a 15 or higher to save and sentient machines (like Archie-3) require a 12 or better to save. Artificial intelligences and sentient machines also get to save when being forced to do something that is contrary to their programming. Cybernetic and bionic devices attached to living tissue cannot be possessed. Neither can magic items, including Rune Weapons and Techno-Wizard devices.

This ability is identical to the psionic power, Mentally Possess Others, in every way, except that the psychic possesses a *machine* rather than another person. The character overrides the **programming/controls** of the machine, even in the case of sentient machines, and controls it like a living robot. Essentially, the possessing psychic is an immaterial pilot who controls the machine as he desires; computers, factory equipment, vehicles, robots, empty power armor, a toaster, etc.

While the psychic possesses the machine, it responds to the character's thoughts and does whatever he desires. Of course, physical, mechanical limitations still apply. The machine needs a power source and cannot do anything it is not normally capable of doing. For example, the psychic may be able to take possession of an energy rifle and make it shoot (or not) seemingly of its own volition, but he cannot make the rifle aim, move or hop around. Likewise, if the device is unplugged, or runs out of fuel, the machine is deactivated with no ill effect to the psychic, except his possession comes to a premature end. Likewise, if it needs wheels to move, destroying the wheels will cripple it, etc.

If the machine he possesses is destroyed while the psychic's essence is still inside it, the character loses one third of his Hit

Points (or one third of his M.D.C. if a mega-damage creature) from the shock and pain from the destruction of his surrogate machine body. Furthermore, he is stunned for 1D4 minutes (reduce attacks per melee, speed, combat bonuses, and skill performance by half while stunned).

During the period that the machine is possessed, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

While in mental possession of a simple machine, the psychic has only a vague awareness of his surroundings and can see, hear and feel things around him but as if in a cloud or haze. However, if the machine has optics and/or sensors, he is able to use them like his own natural eyes and senses. The machine, regardless of its capabilities and programming, has attacks and actions equal to those of the character possessing it.

Mind Bleeder Powers

Note: Also see the automatic and natural powers of Mind Bleed (steal I.S.P.), sense psionics, and others.



Bleed P.E. Energy

Range: Four feet (1.2 m) per level of experience

Duration: Instant.

I.S.P.: 10

Limitations: Can only be used when physically fatigued or in need of sleep.

Saving Throw: Standard

The psychic can syphon the physical energy of another character in the way of physical stamina. The Bleeder can replenish his energy to avoid fatigue by drawing off energy from another living being, including humans, D-Bees and animals. The bleeding of physical energy has minimal effect on the victim simply causing him or her to become fatigued themselves twice as quickly and they temporarily lose 1D4 S.D.C. points. Meanwhile, the Mind Bleeder becomes instantly refreshed (no longer tired/fatigued) and gains 1D4 S.D.C. points toward the healing of wounds. If the character has gone for an unusual amount of time without sleep, the bleeding of energy will enable the bleeder to stay awake and alert for another 1D4 hours without the ill effects of sleep deprivation.

Bleed Aura

Range: Four feet (1.2 m) per level of experience

Duration: Instant.

I.S.P.: 6

Saving Throw: -2 to save.

The Mind Bleeder can copy the aura of another living being, including humans, D-Bees and large animals, to completely disguise his own aura signature. The bleeding of an aura has the interesting side effect of distorting the aura of the person whose aura has been stolen. Anybody trying to read the aura of the victim will find it extremely difficult to see and will be very off on the level, health and similar things one can usually tell by looking at an aura.

Bleed Memory

Range: Four feet (1.2 m) per level of experience.

Duration: Instant.

I.S.P.: 6 per each thought.

Limitations: Non-combat skills only.

Saving Throw: -2 to save.

This is a limited, but powerful form of mental telepathy. The Mind Bleeder can focus on a very specific thought, such as a secret code word or number, combination sequence to a lock, a name, an address and similar, up to four words or a 24 number sequence and pluck it from a person's mind. Similarly, the character can concentrate on what the person is about to say and know or say the last one to four words of the statement a second before the speaker does. This can be an excellent means of pretending to know about things that the Mind Bleeder really doesn't really know anything about.

The only absolute defense against memory bleed is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual.

Bleed Skills

Range: Self and must be within four feet (1.2 m) of the victim.

Duration: Five minutes per level of experience.

I.S.P.: 15 per each skill.

Limitations: Non-combat skills only.

Saving Throw: Standard

The character can temporarily absorb/syphon another character's skills and level of skill proficiency. As many as one skill per level of experience can be stolen, but each costs 15 I.S.P. This means a first level Mind Bleeder can steal only one skill, but at second level he can take two, at third level three, and so on.

The most frightening and annoying thing is that the person he has bled the skill from, temporarily suffers a memory loss regarding the stolen skill and has great difficulty remembering and executing the stolen skill; -50% in the performance of that skill and takes twice as long. For example: A third level Mind Bleeder can temporarily steal the skills of computer operation and computer hacking (and one other if so desired) from an eighth level city rat. The psychic has all the skill knowledge and expertise (8th level) of the city rat. Meanwhile, the city rat's skills are impaired. He is slower than usual, has difficulty remembering procedures and makes mistakes (-50% skill penalty), including simple typographical errors.

When the duration time expires, the Mind Bleeder completely forgets the skills and the victim from whom the skills were temporarily borrowed is completely restored.

The only absolute defense against skill bleed is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual. Sleeping or unconscious characters have no mental save against the bleeding of their skills, the psychic automatically steals their skill knowledge.

Bleed Truth

Range: Four feet (1.2 m) per level of experience.

Duration: Instant.

I.S.P.: 8 per each **thought/key** word or phrase.

Limitations: Non-combat situations only.

Saving Throw: Standard

This is another form of limited, but powerful mental telepathy. The Mind Bleeder can focus on a very specific word or phrase and get an impression about whether or not the person is telling the truth by seeing what he is really thinking.

The process is similar to word association. The character being scanned says, "I'm here in peace. I mean you no harm." The key words are peace and no harm. The Mind Bleeder gets an instant word association, such as "war," or "hate," or "kill," indicating that the character is lying. "No harm" might elicit the same words, "no harm," or "yes," meaning the person is telling the truth. Or the word association might come back as "kill," "revenge," "get you," and so on, meaning he's lying and out to get the person or group he is addressing.

Another example is a stranger or a suspected enemy saying, "I'm alone." To which the Mind Bleeder might get a response like, "yes, alone," or "others," or "many," or "outside" (suggesting others wait outside). This can be an extremely useful ability in ferreting out traps and truths. Unfortunately, the word association is limited and not always clear. Also, other psionics can prevent being mind read.

No word association means the character either made a successful save vs psionic attack or is protected by a mind block. The latter should trigger suspicion. The only absolute defense against **truth** bleed is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual.

Brain Bleed

Range: 10 feet (3 m)

Duration: Four minutes per level of experience.

I.S.P.: 10

Limitations: Non-combat skills only.

This power affects the mind and mental perception. The victim's head suddenly begins to throb, he can hear his heart beat-

ing in his ears and the sound of blood rushing through blood vessels in the head. The overall sensation is that the head is going to explode, accompanied by a sense of panic. This causes great distraction and concern. Penalties: All skills are -40%, all combat bonuses are reduced by half, -4 to save vs horror factor, empathic transmission, mind control drugs and magic illusions. Speed is reduced by 25%, unless fleeing, then speed is normal.

Brain Scan

Range: Touch

Duration: Varies

I.S.P.: 10

The psychic character can scan the brain to locate and identify both physical and mental aberrations, damage and impairment, including bruises, tumors, **aneurysms**, diseases, mental blocks, hypnotic suggestions, phobias, obsessions, traumas, magic insanities, magic curses, and similar mental blocks and aberrations. A brain scan does not reveal anything about the character's personality, memories, skills or thoughts.

A brain scan is necessary to remove mental blocks, magic insanity and other forms of insanity.

Day Dream

Range: Four feet (1.2 m) per level of experience.

Duration: Two minutes per level of experience.

Limitations: **Non-combat/action** situations. The intended victim cannot be involved in combat or similarly intense activity. He must be sedentary or relaxed or bored, like a guard, somebody reading a book, laying down, sitting and resting, eating, etc.

I.S.P.: 8

Saving Throw: Standard

The Mind Bleeder can pull up a random, pleasant memory in the minds of others. The memory can be anything: thoughts about a sweetheart, family, party, winning a competition, a movie, an upcoming event that the person is anxiously anticipating and similar experiences. The victim focuses on the memory, day dreaming about it with the following penalties: -10 on initiative, slow to take action (speed and number of attacks for the first round of melee action are reduced by half), and will not notice intruders who have a prowling skill of 60% or higher, nor will the character notice his pockets being picked by characters with a skill of 60% or higher. Likewise, it will take the day dreaming victim a while to snap out of the dream (about 4D4 seconds) to notice somebody knocking, screaming or buzzing at the door, a telephone ringing, alarms sounding and so on. Once activity has broken the spell of the day dream, all penalties are gone and the character functions completely unimpaired.

Healing Leech

Range: Touch

Duration: Instant

I.S.P.: 6

Saving Throw: Standard

An injured Mind Bleeder can heal himself by drawing on the S.D.C. and hit points of other creatures. To do so, he must spend six **I.S.P.** while touching the creature. If the creature fails to save vs psionic attack, the poor victim will suddenly feel weak, losing six hit points and six S.D.C. points, given to the Mind Bleeder. The Mind Bleeder can drain his victim down to about half his normal hit points before he can drain no more from that

particular being and must seek a new source of healing. As the psychic drains his victim, he is visibly healed; wounds close, scars and bruises disappear, etc.

Fortunately, the victims of the healing leech recover twice as fast than is normal.

Impervious to Bio-Manipulation

Range: Self

Duration: Four minutes per level of experience.

I.S.P.: 10

The Mind Bleeder can use this power before or after being affected by a psionic bio-manipulation attack. If put in place before getting hit by the psionic attack, the character automatically saves against bio-manipulation. If hit and affected by the psionic attack, the Mind Bleeder can use this power to negate its effects, at least temporarily (the duration of the bio-manipulation attack may last longer than the **countermeasure**).

Mental Block

Range: Touch

Duration: Varies

I.S.P.: 10 points for simple, 30 for severe.

Saving Throw: Standard

This is a form of hypnotism and mind control in which the psionic can place mental blocks in the victim's mind, preventing him from remembering specific things.

Simple brain blocks are tiny pockets of memory loss, such as being unable to remember a person's name (excluding his own), a person's face, a specific object, an address, a code number or password, a combination to a lock and similar.

A severe mind block is a mental barrier that prevents the victim from remembering much larger amounts of information, including the events that transpired during a particular hour's time, that he ever saw or met the Mind Bleeder or other characters, or one specific skill or memory about somebody or something. Victims with any measure of psionic power or high M.E. attribute will feel a nagging sensation of having something being wrong, as if he or she should know something or has forgotten something whenever confronted by the subject that is artificially **blocked/hidden** in their own mind.

As usual, the only defense against this mind control is a mind block, otherwise roll to save vs psionic attack. The only way to remove the mental block is to allow a Mind Bleeder or another powerful psychic to mind bond and mentally remove the barrier in place.

Mental Block Removal

Range: Touch

Duration: Varies

I.S.P.: Varies.

Only the Mind Bleeder can find and remove mental blocks without having to endure the discomfort of a full *mind bond*. The character must first perform a brain scan. The brain scan will locate and identify all the mental blocks and traumas. The Mind Bleeder can then remove them one by one. The removal of each mental block requires the expenditure of **I.S.P.**

I.S.P. cost: 12 points for the removal of simple Mind Blocks, 35 for severe mind blocks, 40 points to break mental, magic or supernatural possession, 40 points to break magic or chemical forms of mind control and 80 **I.S.P.** to remove magic insanities

and curses. It costs a whopping 100 to cure a single phobia or obsession and 200 points to cure trauma and other more serious forms of insanity. However, it is likely that the cure of these genuine insanities (phobias, obsessions, disorders, traumas, etc.) is only temporary. Exposure to a similar traumatic situation is likely (1-75%) to cause the insanity to return. Only mental traumas, disorders, phobias, multiple personalities, etc., induced by M.O.M. conversion cannot be eliminated.

Mind Trip

Range: 10 feet per level of experience and the intended victim must be visible.

Duration: Four minutes per level of experience.

I.S.P.: 6

Saving Throw: Victims are -1 to save.

The use of this power causes the victim to make a mental mistake or trip/stumble. For example: The use of a Mind Trip while reading numbers, calculating numbers or figuring the price of things will cause the person to make a mistake (off by **1D4x10%**), always in the Mind Bleeder's favor. Likewise, the power can be used to make the victim misread the time of day, add too much or too little ingredients in food or a potion, misread or misquote a line of text, get tongue tied and say the wrong word or mispronounce a word or name, make typographical or keyboard errors, fumble a skill (-10% on skill proficiency), or cause an attacker to hesitate or stumble during combat (reduce the attacker's strike, parry, dodge or initiative bonuses by half but only for that particular melee action, not the entire melee).

Neuro-Touch

Range: Touch or 10 feet (3 m)

Duration: Varies

I.S.P.: Varies. Double the **I.S.P.** cost if the attack is cast as a purely mental attack up to 10 feet (3 m) away.

Saving Throw: Standard

The neuro-touch causes a neurological disruption to the brain with several possible results.

Stumble: 4 **I.S.P.:** The victim loses control over his legs for just an instant, stumbles and loses one melee **attack/action**.

Jolt: 6 **I.S.P.:** The victim receives a sudden jolt as if struck by a light electrical charge and suffers **1D4 S.D.C./hit** point damage (one M.D. if a mega-damage creature). The jolt is usually used as a warning or to catch somebody's attention.

Momentary Stun: 10 **I.S.P.:** The victim is momentarily stunned and can barely move for seven or eight seconds. Penalties: Loses the initiative and half his melee attacks, -4 to defend (parry and dodge) for those seven or eight seconds.

Disorientation: 12 **I.S.P.:** A sudden shock to the system causes the victim's vision to blur and he feels disoriented: -3 on initiative, strike, parry, dodge, and roll with impact. Speed is reduced by 50% and the character loses one melee **attack/action**. Lasts one melee round (15 seconds) per level of the Mind Bleeder.

Paralysis of arms: 14 **I.S.P.:** A sudden shock to the system causes the arms and hands to go limp. Nothing can be picked up, held or carried. No "hand" to hand attacks or operation of machines is possible using one's hands and arms. The victim can only take evasive action or attack using psionics, magic or voice commands.

Duration is one melee round (15 seconds) per level of the Mind Bleeder.

Neural Strike

Range: Touch or five feet (1.5 m) per level of experience

Duration: Varies

I.S.P.: 25

Saving Throw: Standard

This attack on the brain can inflict damage directly to hit points or cause complete paralysis.

The hit point attack: The victim of a neural strike is ravaged by a neurological backlash that inflicts 2D6 points of damage directly to hit points (2D6 M.D. if a mega-damage creature)! This attack also temporarily impairs the victim's reac-

tion time causing the loss of one melee action, loss of initiative, and speed is reduced by 25% for one melee per level of experience of the attacker. The victim also suffers from a pounding headache (-10% on the execution of skills) that lasts for 30 minutes (accumulative length of time for the headache from multiple attacks).

Paralysis of motor responses: The legs of the victim become paralyzed and cannot move. The arms and hands become numb and lose the sensation of touch, jerk and tremble, rendering them virtually useless. Penalties: **Speed/movement** is impossible, the number of melee attacks is reduced to one, all combat actions are -10. Duration is one melee round (15 seconds) per level of the Mind Bleeder.

New Psychic Character Classes

By Kevin Siembieda & Patrick Nowak

Note: The following Psychic Character Classes (P.C.C.s) or R.C.C.S (racial in the sense that one must possess psionics) are all available to *humans*. D-bee races who do not possess psychic abilities (and many do not) cannot select a psychic R.C.C.

List of Psychic Character Classes

Burster
Mind Bleeder
Mind Melter
Nega-Psychic
Psi-Druid
Psi-Ghost
Psi-Nullifier
Psi-Slayer
Psi-Tech
Psi-Warrior
Zapper

Burster R.C.C.

A Burster is a Master Psychic with dramatic psychic powers that manifest themselves in "physical" ways, most significantly in the ability of **pyrokinesis**, the creation and manipulation of fire. As the name suggests, these psychics can create fire out of thin air, causing things to simply burst into flames. This rather spectacular display of power has made the burster one of the most feared of all the psychic characters, second only to the Mind Melter. Although other powerful psychics may possess the Super-Psionic power of pyrokinesis, the abilities of the Burster far outstrip those of the fundamental ability. In addition to being able to create fire with a thought, the psychic can actually "burst" into flame. Flames that provide a warm and protective covering and which give the character a frightening visage and enhanced power.

Bursters are extremely passionate about ..., well, everything. They feel their emotions and beliefs deeply and they are not shy about showing them. The more intense emotions, joy, love, hate

and anger, burn the hottest among Bursters and are most likely to elicit an intense reaction. Few Bursters are wishy-washy about anything. Most are steadfast and outspoken in their beliefs and quick to action. While some are quite literally "hot heads" with short tempers and explosive anger, most tend to be warm, sincere people who generally exhibit a fair amount of self-control. It's just that they are deeply committed to whatever beliefs, feelings and/or people they care about and are not afraid to stand up for them and fight those who stand against them.

Many observers have noted that Bursters are a study of duality and extremes. Most Bursters are either principled and scrupulous or miscreant and diabolic (extreme good or extreme evil), rarely anything in between. They are notorious for their hot emotions, terrible anger and powers of destruction, yet they are just as likely to be generous and kind to strangers in need, and amazingly loyal to friends and loved ones. A symbol of destruction and fiery violence, the Burster often seeks peace and order, and looks to build and nurture (a belief, place, people, ideal, etc.) rather than destroy. Good or evil, idealistic or sardonic, the Burster will be passionate about his position, purpose and goals, and enjoy what he does.

Part of this comes from the very nature of fire, one of the four ancient, mystical elements. Fire itself plays important dual roles in human life. It can be used to provide light, warmth from the cold, protection from animals, the power (through heat and chemical reaction) to change and shape other elements (rock, metal, water) into useful building materials or serve as a source of energy. In this capacity, fire nurtures, protects, helps and builds, but then there is the other side of fire, the destroyer. Fire can rage uncontrolled and destroy everything it touches. In this capacity, it becomes a wild thing that leaps from place to place and burns down that which it helped to build. It kills without pause and without conscience. It is a destructive force to be feared and from which to flee. Paradoxically, the Burster tends to be the living embodiment of fire — a builder and destroyer, a warm and noble spirit who, if hurt or provoked, can transform into fiery wrath and a cold-hearted destroyer.

As hot and extreme personalities, Bursters who choose an evil course are wicked in the extreme (miscreant or diabolic) and relish causing pain and suffering. They destroy that which offends or annoys them and, often, that which they cannot understand. On the other hand, a good Burster is often astonishingly virtuous and compassionate. They tend to stand up and



fight for those who cannot do so for themselves and take up worthy causes. They fight with passion and conviction that is hard to find, and can be as honorable and heroic as the best **Cyber-Knight**. Of course, there are those who don't quite fit the norm, but even among these characters there will be extremes. An aberrant aligned Burster will never waver from his (twisted) code of ethics. Anarchist individuals are likely to be selfish in the extreme or uncharacteristically lack conviction or purpose. An unprincipled character will be all too aware of his dual nature and constantly at odds with himself, always struggling to do the right thing despite emotions to the contrary.

Special Burster R.C.C. Pyrokinetic Powers

Note: The following powers are different or more powerful than the more common **pyrokinetic** power and are exclusive to the Burster.

1. Impervious to fire and heat: A psionic aura radiates around the Burster, making him, and what he is wearing, completely impervious to fire and heat. Even mega-damage plasma, napalm, a dragon's fiery breath, and magic fires do nothing but minor cosmetic damage (singe clothing or armor, damage a delicate item, etc.). Even the most intense mega-damage blaze will **inflict** no more than one tenth its normal damage. This also means the character can pick up and hold hot coals, burning timbers, eat fire (for show, not nourishment), and walk or stand in fire without discomfort or catching on fire; it feels natural and invigorating.

This natural ability also means the Burster is unaffected by smoke. He can breathe reasonably well in its toxic, billowing clouds. Vision is only slightly impaired, roughly half the usual distance and clarity of sight, speed is reduced by 10%, and combat penalties are only -1 to strike, parry, and dodge; most humans and D-bees are blinded by smoke (-9 on all combat rolls, -25%-50% on spd.) and choke on the noxious fumes (roughly the same as tear gas, and can kill a normal person from smoke inhalation).

Electricity does half damage and this character never sweats.

Note: These are natural abilities that are constantly in effect at no I.S.P. cost.

2. Extinguish Fires: The Burster can instantly put out flames without need of chemicals or water. The fire just disappears because the character can psionically channel and control the energy to make it stop spreading and quickly go out.

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Radius of Affect: The psychic can extinguish a 200 foot (61 m) radius per level of experience. **His/her** level of control is such that the Burster can either go for the maximum (usually in an effort to save lives **and/or** property) or narrowly focus it to effect a comparatively small area.

Duration: Permanent; until the fire is **reignited**.

I.S.P. Cost: 4

3. Flame Burst (self): The psychic can seemingly cause himself to burst into flames and become completely engulfed in fire. In reality, this is a fiery aura around him. Nothing on the Burster's person is actually on fire, so nothing is damaged. Fur-

thermore, the character can move around without difficulty. However, the fire will ignite anything he touches, such as carpeting, drapes, furniture, paper, wood, etc.

Range: Self.

Duration: Two minutes per level of experience.

I.S.P. Cost: 4

Damage: 6D6 S.D.C. damage per strike to anyone or thing that he touches. Damage is accumulative. Plus, all combustible articles such as clothing, will catch on fire, doing an additional 6D6 S.D.C. damage per melee round until extinguished. The flames are not powerful enough to damage M.D.C. items/armor unless within a mile (1.6 km) of a ley line nexus point, then the damage can be increased to 1D4 M.D. (and 2D4 directly at a nexus), but costs two extra inner strength points.

1D6 M.D. (or 1D6x100 S.D.C.) can be inflicted (2D6 at ley lines and 3D6 at a nexus) if the Burster concentrates intensely. This 1D6 M.D. can be added to damage from the Burster's punches, kicks, or simply by being touched! **Note:** Additional cost of 8 I.S.P., lasts only one melee round per level of experience and each M.D. fire attack (punch, kick, head butt, grapple, etc.) counts as two melee actions/attacks.

Fiery Body Protection (Special): The aura of fire also provides a limited mega-damage field of protection equal to 30 M.D.C. +2 per level of experience and which renews itself (like fire burning oxygen) at a rate of 3D6 M.D.C. per melee round (never more than the normal maximum). **Note:** There is no extra I.S.P. cost for this aura of protection.

4. Fire Bolt: A fiery energy bolt can be hurled or fired from the forehead or hands (even if the latter is an artificial appendage).

Range: 200 feet (61 m) +20 feet (6 m) per level of experience. Duration: Instant; counts as one melee **action/attack**.

Bonus to strike: +4; line of sight.

Damage: Mini-bolt 2D6 S.D.C./Hit Points, medium bolt 4D6 S.D.C., heavy bolt 6D6 S.D.C. or mega-damage plasma bolt: 2D6 M.D.

I.S.P. Cost: Two regardless of the size and damage of an S.D.C. blast and four points to create an M.D. blast.

5. Fire Eruption: The pyrokinetic can cause a fire to erupt in front of somebody or an area (never directly on a living creature) instantly and without the need of combustible material. The size of the flame can be controlled to be only a few inches tall and cover only an inch or two area, or several yards/meters across and tall. The flame will burn as long as its creator wills it to (costs one additional I.S.P. per ten minutes) and can *not* be extinguished by normal means because it is fueled by psychic energy. If the Burster is rendered unconscious, blinded or distracted, the flame will disappear.

If the fire eruption is created in an area where other combustible items are located (carpet, wood, flooring, walls, ceiling, paper, fuel depot, etc.), they will catch fire within 1D4 melee rounds (i.e. one minute or less). The burning of these materials is a separate, regular fire that can be extinguished normally, but will spread and may cause immense damage just as any fire would.

Range: 100 feet (30 m) +20 feet (6 m) per level of experience. A specific target must be visible, while a target area does not have to be visible, but its precise location must be known to

the Burster, i.e. causing a fire to erupt in the adjoining room or the room directly above him, etc. **Note:** -25% to accurately hit a target he can not see if it is smaller than 20 feet (6 m) in circumference.

Duration: The flame eruption will stay ignited for 10 minutes or until the Burster cancels the effect, which can be done at will. The psychic can keep the fire burning by expending an additional one I.S.P. every ten minutes, but must stay within range and concentrate on maintaining the fire.

Penalties: Melee actions are reduced by half and fighting is impossible unless he breaks his concentration, causing the fire to disappear. However, any combustible items set ablaze will continue to burn and the fire spreads until extinguished, even after the psionic fire is gone.

Bonus to Strike: This is a little different than the usual strike attack. The Burster must learn to judge distances and focus his thoughts in order to create the eruption exactly where he wants it. So instead of an attack bonus, there is a **Base Skill:** 48% +4% per additional level of experience (roll percentile dice). A failed roll means the eruption happens 2D6 yards/meters off target. The Burster is -25% to accurately hit a target he can *not* see if it is smaller than 20 feet (6 m) in circumference. Huge targets are easier to hit, but even then the blinded Burster is -5% to strike.

S.D.C. Damage: Tiny flame 1D4 S.D.C., 1-2 yards/meters fire 4D6 S.D.C., a towering pillar or wall (6 feet/1.8 m tall or bigger) 1D4x10 S.D.C., filling a room or 20 square foot (6 m) area or larger causes 2D4x10 S.D.C. damage (or one M.D. point) per melee round or whenever somebody attempts to run through it.

Mega-Damage: The fire can be increased to mega-damage destruction by expending twice as many I.S.P.; applicable only to the larger fires, walls, pillars, and areas. An M.D. fire wall or pillar inflicts 2D6 M.D., 20 square foot (6 m) area does 4D6 M.D. and 40 feet or bigger does 6D6 M.D. per melee round, or whenever somebody tries to run through it. Combustible items burn hotter and the fire spreads four times faster than a normal S.D.C. fire.

I.S.P. Cost: 10 for S.D.C. fires regardless of size.

20 I.S.P. to create a mega-damage fire.

Maximum Size Limitations: 20 square foot area (6 m) plus five additional square feet (1.5 m) per level of experience.

6. Sense Fire: This psionic ability enables the character to sense if there is fire as small as a burning candle nearby. To sense the fire, the Burster must stop and concentrate for a moment (15 seconds/one melee round). A moment later, he receives psychic impressions that indicate the approximate size (big, medium, small, tiny) and the approximate distance (near or far), the general direction (north, south, east, west, and, if in a building, up or down). He can also tell whether it is contained, spreading slowly, or raging out of control, whether it is a natural/accidental fire or an intentional/man-made or magical fire (arson), and how long it has been burning (minutes, hours, days).

The psychic can also examine burnt objects or ashes and effectively "object read" them to get an impression of how long ago the fire last burnt and whether it was natural or man-made. This affinity with fire also enables the Burster to recognize fire **Elementals** and sense the presence of supernatural creatures of



fire, including Fire **Elementals** of all kinds, **Baal-Rog Demons**, Seraph Spirits of Light (see *Rifts® Conversion Book One*), and Fire Demon Automaton (see *Federation of Magic™*), but not Fire Dragons or other Bursters, unless the latter has burst into flames or is controlling a psionically induced Fire Eruption.

Note: This psychic power does not disclose who made the fire, nor how many people may have been involved, nor are exact locations revealed, although it can be used to track down a **fire** in a search. Also note that the sense fire ability applies to fires, not machines or engines that radiate heat.

Range: Sensing for a burning fire will cover an 800 foot (244 m) radius +100 feet (30.5 m) per level of experience. Examining ashes or burnt debris requires touching it.

Duration: Requires 15 seconds of preparatory concentration, but the psychic impressions and being in tune to the **fire(s)** lasts for four minutes, thus the character can use this ability to track down fires, i.e. "we're getting close" ... "oh no, it's spreading" ... "it's behind that door," and so on.

Damage: None.

I.S.P. Cost: Two

Note: If a Burster has the power of telepathy, empathy or see aura, he can sense if the target of his psychic probe is a fire bug/ arsonist.

7. Super Fuel Flame: The character can feed a fire with psychic energy, increasing its size by as little as twofold or as much as 10 times.

Area Affect: 20 foot (6 m) area per level of experience.

Range: 100 feet (30.5 m) per level of experience.

Damage: Increased proportional to the size of the fire; **G.M.** discretion.

I.S.P.: 8

8. Can select three minor psionic powers from the following list at level one, and one additional at levels 3, 6, 9, and 12.

Death Trance

Empathy

Levitation

Mind Block

Radiate Horror Factor (Super; counts as two selections)

Resist Fatigue

Resist Thirst

Deaden Pain

Resist Hunger

See Aura

Sense Time

Telepathy

9. I.S.P.: Roll 3D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience. The Burster is considered a *Master Psychic*.

I.S.P. is regained at the rate of 2 per hour of activity, or 12 per hour of meditation or sleep.

10. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

11. P.P.E.: Most of the Burster's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

12. R.C.C. Bonuses: +2 on initiative, +1 to strike, +2 to pull punch, +2 to roll with impact or fall, +3 to save vs horror factor and loves hot, spicy foods; can eat 'em without any adverse effect.

The influence of ley line energy: The duration and range of the Burster's pyrokinetic and other psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are *doubled* when at or near (one mile/1.6 km) a ley line nexus point!

Burster Psychic R.C.C.

Player Note: Like most Master Psychics, the Burster has minimal education, having spent much of the time learning and mastering the pyrokinetic powers. The individual has come to rely on those powers, wits, and experience. The typical Burster is a cocky, self-confident adventurer who prefers to use his or her powers and courage rather than skills or machines.

Alignment Restrictions: None, but tends to lean toward strong good (Principled and Scrupulous) or very evil (Miscreant or Diabolic).

Attribute Requirements: None. A high M.E. and at least average I.Q. (8) is suggested, but not required.

Race Restrictions: Most common among humans (87%), Elves (5%), Ogres (5%) and 3% others, typically human-like races. Both males and females can become Bursters.

R.C.C. Skills:

Speaks American and one language of choice (+30%)

Land Navigation (+10%)

Pilot: Two of choice (+10%; any except Military vehicles)

W.P.: One of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be upgraded to Expert at the cost of one R.C.C. Related skill selection, or to Martial Arts (or assassin if evil) for the cost of two skill selections.

R.C.C. Related Skills: At first level the character can select six skills from the list below, plus one additional at levels 4, 9, and 12.

Communications: Any (+10%)

Cowboy: None

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: None

Mechanical: Basic and Automotive only.

Medical: First Aid, Animal Husbandry, Brewing only.

Military: None

Physical: Any, except Wrestling and Acrobatics.

Piloting: Any (+10%)

Pilot Related: Any (+5%)

Rogue: Any, except Seduction.

Science: Math only.

Technical: Any (+10%).

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets six Secondary skills from the list above, excluding those marked "None." Plus one additional Secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A couple sets of clothing, light mega-damage body armor, sleeping bag, backpack, utility/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, food rations for a week, and personal items.

Weapons will include a knife, one energy and one non energy weapon of the player's choice.

Vehicle is limited to a non-Military means of transportation, and may include hover vehicles or a souped-up motor-cycle or car.

Money: The Burster starts out with 4D6x100 in credit and 4D4x1000 in salable black market items.

Cybernetics: Starts with none. Tends to avoid implants in favor of natural powers.

Mind Bleeder R.C.C.

Excerpted, in part, from **Rifts® Africa**; by Kevin Siembieda. The Mind Bleeder derives his name for four reasons:

1. The psychic can seemingly syphon or "bleed" thoughts and knowledge from others.

2. He can **drain/bleed** psychic energy in the form of **I.S.P.** from others and use it himself.

3. The use of these psi-powers causes the blood vessels in the head of the Mind Bleeder to bulge, displaying a network of blue, pulsating veins and the face becomes flush, especially around the bulging veins.

4. Scientists have noted that the use of the neurological disrupting psychic powers causes pinprick **hemorrhaging** of tiny blood vessels in the brains of victims.

The Mind Bleeder is an almost completely human looking D-bee. Most are Caucasian or light tan in skin color, with sharp features, square chin, brown hair and brown, green or grey eyes. Their average height is six feet to six feet, six inches (1.8 to 1.95 m). The only time a person can tell that the character is not human is when he or she uses psychic powers and the veins in his head begin to swell and pulsate.

The Mind Bleeders gained entry to Earth from dimensional rifts located around the **Mediterranean**, making their first appearance about 100-120 years ago. Since their initial arrival the race has spread across Europe and Africa. They are most frequently found in *North Africa* (Morocco, Algeria, Libya, Egypt, Sudan, and Saudi Arabia), and countries once known as *Spain, Sardinia, Italy, Sicily, Greece* and *Yugoslavia*. An estimated 500,000 to one million are believed to inhabit these regions. Mind bleeders can also be found, to a much lesser **degree**, in England, Germany, southern parts of Africa, India and Asia.

In the New German Republic, the government and **Triax** Industries have both employed registered and unregistered Mind Bleeders for the purpose of espionage and combat. These spies have been sent out to infiltrate gangs of city rats, subversive organizations, crime syndicates, and competitors, as well as enemy forces and other nations. However, these psychic D-bees are kept far from military secrets, classified data, strategic locations, highly placed personnel and cutting-edge technology. A Mind Bleeder suspected of being a double agent is captured, interrogated and, if found guilty, executed (sometimes, suspects just have life ending accidents). Ultimately, the Mind Bleeder is



at best, a second-rate citizen in the NGR and almost always regarded as a dangerous alien — and not without reason.

Until 104 P.A., none were known to have travelled to the Americas, Atlantis, or other faraway continents. However, the Splugorth have since discovered them and are cultivating the psychics as spies and assassins, as well as sizing them up as potential slave stock. Currently, one thousand or so can be found in Atlantis, with three quarters willingly serving the Splugorth as mercenaries, spies and assassins. Rumors in the Magic Zone and some of the Chi-Town Burbs place a tiny handful (less than 20) of Mind Bleeders operating in the old American Empire as mercenaries, assassins, adventurers and/or as agents in the criminal underworld. Mind Bleeders, as a people, instinctively use their powers without regard for the rights or privacy of others. They read minds, steal skills and snippets of information, cause mental fumbling, play practical jokes, and cause other forms of mental manipulation and invasions of privacy. This uncontrolled display of power and disregard for others has branded them as anarchists or self-serving troublemakers to be avoided or watched carefully. Of course, there are societies of thieves, spies, terrorists, assassins, psychics, sorcerers and even highly competitive merchant guilds who accept the Mind Bleeder as an honored member of their organization.

Psi-Stalkers, *Dog Boys* and *Nega-Psychics* see the Mind Bleeder as a natural enemy and are instinctively suspicious and aggressive toward them. The four look at each other with great trepidation and animosity. Any alliance between a Bleeder and any of the other three will be tentative and uneasy at best. *Psi-Stalkers*, *Dog Boys* and *Nega-Psychics* are not alone in their

fear and anxiety about Mind Bleeders. Most people see them as dangerous and manipulative monsters to be avoided, chased away, or killed. Only the Mind Melter is more feared (and more respected — Mind Bleeders are generally viewed as "parasites").

Special Mind Bleeder R.C.C. Abilities

1. Sense Psionics: This ability can be considered a superior version of the **psi-power** Detect Psionics. The Mind Bleeder automatically senses the presence of other psionic creatures, human and inhuman, and can pinpoint exactly who these beings are and whether their power is low, moderate or great. The range of detection is 60 feet (18.3 m) per level of experience. The use of this power is as natural and automatic as a human's sense of smell. It does not cost any I.S.P.

2. Mind Bleed: Also known as I.S.P. drain: All Mind Bleeders have the power to drain and use the psychic energy (I.S.P.) of others. The character can drain 10 I.S.P. from other psychics per level of his experience! These stolen I.S.P. can be briefly stored and used by the Mind Bleeder, or thrown away (the value in the latter being that the psychic from whom the inner strength points were stolen, does not have them available for his own use). This bleeding or draining of I.S.P. is considered a psionic attack. The target of the "bleeding" is instantly aware that he is under attack and gets to make a saving throw vs psionic attack or to erect a Mind Block.

Range: 10 feet (3 m) per experience level of the Mind Bleeder.

Duration: Instant; takes about 2-3 seconds.

Damage: Drains victims of 10 I.S.P. per level of the Mind Bleeder.

I.S.P. Cost: None to the Mind Bleeder.

Limitations: The Mind Bleed power can only be performed once every minute (60 seconds or four melee rounds). I.S.P. can only be drained from those with psionic powers and inner strength points (I.S.P.). Potential Psychic Energy (P.P.E.) cannot be drained or converted into I.S.P. by using this power.

Defenses Against Mind Bleed: Saving Throw or Mind Block: The psychic who is being victimized by a mind bleed attack can try to prevent the theft of his valuable inner strength points by rolling to save vs psionic attack, but is -4 to **save**!!

A successful roll means that none of the I.S.P. is lost. A failed roll means that the Mind Bleeder has successfully stolen 10 I.S.P. per each level of his own experience. A feat that can leave a psychic drained of power within a matter of minutes. For example: A seventh level Mind Bleeder attempts to syphon inner strength points from a Mind Melter. The Bleeder can steal as much as 70 I.S.P. or as little as 10 points, it is the psychic thief's choice, but the amount taken must always be in increments of ten. Alternately, a victim of a Mind Bleed attack can elect to put up a *Mind Block* instead of trying to save against the attack. When a Mind Block is in place, the Mind Bleeder can only drain three I.S.P. per each level of his experience, dramatically minimizing the amount of damage he can do. Thus, staying with our previous example, a 7th level Mind Bleeder can drain as much as 70 I.S.P. if the defender fails to save vs psionic attack, however by erecting a Mind Block, the most the villain can "bleed" is 21 points — a dramatic difference. In all cases, the loss of I.S.P. is temporary, as if the psychic had simply expended the energy by using one of his powers. I.S.P. is regenerated by the usual means of rest, sleep or meditation.

Note: The Mind Bleeder can *use* the **syphoned/stolen** I.S.P. in one of the following three ways.

A. Temporarily store the energy inside himself and use it as needed. The maximum amount of I.S.P. a Mind Bleeder can store is 20 points per level of experience (this is in addition to the character's I.S.P. base). The maximum length of time he can **keep/hold** the stolen energy is 30 minutes per level of experience. When that time elapses, the stolen I.S.P. begins to leave him, dissipating into the air, at a rate of 20 points per minute.

B. Immediately use the syphoned I.S.P. to activate/use one of the Mind Bleeder's psychic powers. The difference between the Mind Bleeder and most other psychic characters is that he doesn't have enough of his own I.S.P. to use many of his natural psionic abilities. Instead, he must leech the necessary psychic energy from other psychics. By *taking* the needed I.S.P. from one or more other characters he can either store, throw away, or quickly use the I.S.P. to activate one of his own natural abilities.

C. Simply throw the psychic energy away. The Mind Bleeder can simply drain (usual limitations) and throw away another psychic's I.S.P. reserve. The energy is unused by **anybody**, but the psionic strength of an opponent, rival or enemy is reduced, making that individual psychically weakened. Victims will know when this occurs, although they may be unable to stop it.

Note: The act of Mind Bleeding also causes tiny blood vessels in the victim's brain to "pop" and bleed. In most cases, there is little danger and no permanent damage, however, multiple Mind Bleeds, five or more within one or two hours and during a traumatic or stressful period, can cause permanent memory loss regarding the details of that incident (1-70%) or mental illness (71-00; roll on the random insanity table). G.M.s use discretion as to when such a situation is appropriate

3. The influence of ley line energy: Increase the range and duration of psychic abilities by 25% when near a ley line and increase them by 50% when within a mile (1.6 km) of a nexus point. The damage inflicted from the Bleeder's psionic energy attacks, such as Psi-Sword, **Pyrokinesis**, **Electrokinesis**, Telekinesis and neurological attacks, is also doubled when within a mile (1.6 km) of a nexus point.

4. Mind Bleeder powers: Select four mind bleeder powers at first level, plus two powers at levels 3, 6, 8, 10, and 12.

5. Other psionic powers: Select a total of three powers at experience level two, and again at level four, from one of the following categories: Healing, Sensitive or Physical. At levels 3, 7, 11 and 15 select one Super-Psionic power.

6. Psi-Bonuses: As a Master Psionic, the Mind Bleeder needs to roll a 10 or higher to save vs psionic attack and enjoys a bonus of +2 to save (additional bonuses for a high M.E. attribute are *not* applicable). This means the character must roll an 8 or higher to save vs psionic attack

7. I.S.P.: To determine the character's initial amount of Inner Strength Points, take the number of M.E. and add 10. This is the I.S.P. base, which is considerably less than most psychic character classes. This is why the mind bleeder needs to **syphon/steal/bleed** additional inner strength points from others. The character gets another 2D4 I.S.P. for each additional level of experience. Despite this low I.S.P. base, the mind bleeder is considered a master psionic.

Base I.S.P. is regained at the rate of 2 per hour of activity, or eight per hour of meditation or sleep.

8. P.P.E.: Most of the individual's P.P.E. has been expended in the development of psychic abilities. The remaining **Permanent P.P.E. Base** is 2D4.

9. R.C.C. Bonuses: +2 on initiative, +1 to pull punch, +4 to save vs Horror Factor, +3 to save vs possession, +4 to save vs magic illusions, and +4 to save vs magic or chemical mind control.

Mind Bleeder Psychic R.C.C.

Player Character Note: Most Mind Bleeders tend to be bold and cunning opportunists with little regard for anybody but themselves. Many are **flamboyant** and swashbuckling types who can seem charming and witty, but are typically the con-artists **and/or** treacherous **backstabbers** of the psychic community. They tend to believe themselves superior to most other beings, including other psychics, and enjoy situations where they can subtly compete and cheat the other guy. Most see nothing wrong with using and abusing others for their own gain or personal pleasure. This is in large part due to their upbringing: most Mind Bleeders are raised in small family clans or villages where they are taught they are superior to others and that **stealing**, lying, cheating, and misusing races other than **Mind Bleeders** is the thing to do. In a sense, they are taught from birth to be du-

plicitous cheats, crooks, spies and assassins. Their only true loyalty is a loose sense of camaraderie and kinship to fellow Mind Bleeders. This translates into a sort of loose-knit fraternity where fellow Mind Bleeders don't steal, victimize or hassle others of their race unless the other guy starts something first — feuds between different factions and clans of Mind Bleeders can be terrible.

Mind Bleeders of a good or unprincipled alignment are a comparative rarity and generally considered fools, traitors to their race, and targets for victimization and "lessons" from other Bleeders.

Alignment: Any, although the majority are anarchist (40%) or evil (35%).

Attributes (Human-like D-bee): The number of six-sided dice rolled is as designated. Any bonus numbers are added to the die roll total. I.Q.: 3D6, M.E.: 3D6+2, M.A.: 3D6+2, P.S.: 3D6, P.P.: 3D6, P.E. 3D6+2, P.B. 3D6, Spd. 4D6.

R.C.C. Attribute Requirements: None, however an M.E. of 10 or higher is strongly suggested.

R.C.C. Skills of the Mind Bleeder: Like most psychics, the Mind Bleeder has minimal education, having spent much of his time learning and mastering the complexity of psionic powers. The individual has come to rely on those powers, wits, and experience more than any skill. The typical Mind Bleeder is a devious, self-confident adventurer who prefers to use his or her powers and wits rather than skills or machines.

Speaks Euro and native language at 96%.

Speaks two other languages of choice (+15%)

Radio: Basic (+10%)

Pilot Hovercraft (+10%)

Computer Operation (+10%)

Climbing (+5%)

Running

W.P. Energy Pistol

W.P. Energy Rifle

W.P. One of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "other" skill, or Martial Arts (or assassin, if an evil alignment) for the cost of two "other" skills.

R.C.C. Related Skills: Select three from physical or rogue skills, three from espionage or wilderness skills and three from any other available skill categories. Plus select two additional skills at level four, one at level eight and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Basic only

Espionage: Any (+5%)

Mechanical: Automotive only

Medical: None

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+5%)

Science: Basic Math only

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select six secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Any light to heavy mega-damage armor (probably the former), a couple sets of clothing, sleeping bag, backpack, extra sack or pack for stowing equipment, utility/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, hand-held radio communicator, infrared distancing binoculars, lock picking kit or tool kit, food rations for a week, and personal items.

Weapons: A knife or two, an energy pistol, energy rifle, and 1D6 E-clips for each. The mind bleeder also likes to use magic weapons and devices of all kinds, particularly **techno-wizard** devices.

Vehicle: A basic hover vehicle, hovercycle or souped-up motorcycle or automobile.

Money: The average Mind Bleeder is an adventurer or mercenary and starts out with 1D6x1000 in credit and 3D6x1000 in salable black market items. Note that the Mind Bleeder can often make big dollars as a spy.

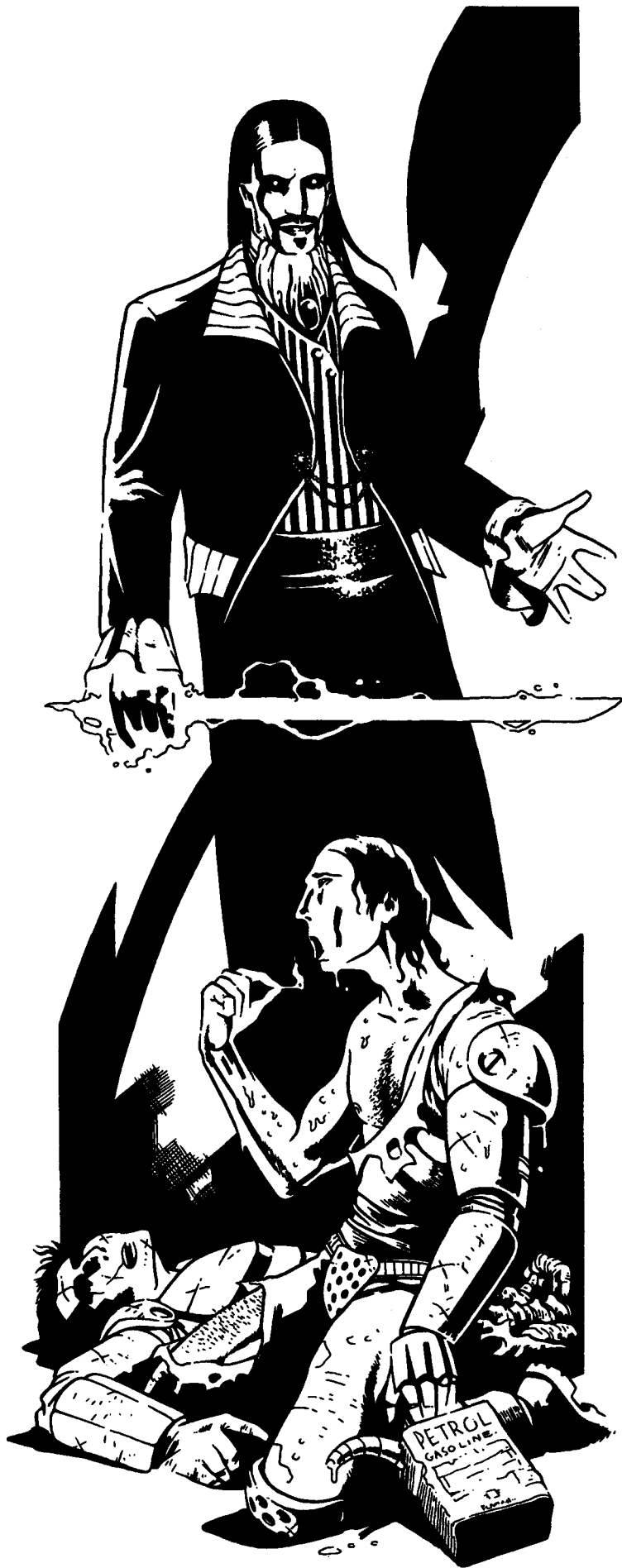
Cybernetics: Starts with none. Frowns on cybernetics and bionics as the pitiful devices needed by lesser beings to make themselves better. Will only use cybernetic bio-systems for medicinal reasons.

Mind Melter

Note: Based on material from the **Rifts® RPG**.

Most people agree that the Mind Melter is the most powerful and versatile of all psychics, at least among humans. Their vast range of powers also makes them one of the most feared. They are one of the few characters that can select psychic powers from absolutely all the psychic power categories, including Super!

The Mind Melter relies almost entirely on incredible psychic powers, a sharp mind and cunning, more than education or anything else. The most arrogant Mind Melters may even refrain from using more than a handful of modern weapons and devices as a sign of just how powerful they are, or believe they are. This is more than raw arrogance, for the Mind Melter is no man's fool, and they are truly powerful beings. The Telekinetic Force Field is equal to any man-made or magic body armor and can be invisibly erected with a thought. The Psi-Sword is a mega-damage weapon that can be created out of thin air, just as the Mind Melter can create fire and water or searing pain. Even more terrifying is the Mind Melter's ability to influence and control the minds of others. It is these powers of mental manipulation from which the name Mind Melter is derived. The powerful Master Psychic doesn't need a machine or outside energy source to fuel his powers, nor does he need to rely on years of magical study and training. No. His powers come from within. They come from his mind, are created at the speed of thought, and are fueled by his willpower and desires. It is from this that springs forth the Mind Melter's arrogance — for he is a power unto himself. Unfortunately, this sense of power and the ability to manipulate others, all too often makes selfish and evil psy-



chics cruel tyrants and despots. The worst lose touch with their humanity and consider all (or most) other life forms as beneath them. Lesser creatures to be used and manipulated for the Mind Melder's benefit and amusement. It is such foul-hearted villains who have helped to give the Mind Melder his frightening reputation, but that does not mean all men and women of this profession are evil. Quite the contrary, there are just as many Mind Melders who have been great champions. Fearsome heroes and defenders of the weak and downtrodden.

Mind Melders are forbidden entry to all Coalition cities and unwanted in the **Burbs** or any CS holding. Their strong psychic essence is easily detected by **Psi-Stalkers** and Dog Boys, and they are always pursued by them. Thus, they are driven from the Burbs and always considered "armed and extremely dangerous" whenever and wherever they are encountered. Many CS troops don't trust a Mind Melder under any circumstances and many **ki!!** them at the first opportunity, ideally from behind or while they are asleep or injured!

Special Mind Melder R.C.C. Powers

1. Master of Psionics: At first level the character automatically has the following psionic powers.

Alter Aura (self)
See Aura
Sixth Sense
Mind Block

Also select three additional powers from *each* of the four psionic power categories: Sensitive, Physical, Healing, and Super. In regards to the Super category, the following can not be selected at first level: Mind Wipe, Psi-sword, and Posses Others. These three are not available until third level.

- At second level the psychic can select a total of three powers from the Sensitive, Physical, **and/or** Healing categories, and one from the Super category (except Mind Wipe, Psi-sword, and Posses Others).
- At third level the psychic can select a total of three powers from the Sensitive, Physical, **and/or** Healing categories, and one from the Super category (including Mind Wipe, Psi-sword, and Posses Others).
- At fourth level the Melder can select two powers from the Super category only.
- From Fifth level on, the psychic can select a total of two psychic powers from any of the psychic categories, excluding Mind Bleeder.

2. I.S.P.: To determine the character's initial amount of Inner Strength Points, take the number of M.E. as the base, roll **3D6x10** and add it to the base number. The character gets another 10 I.S.P. for each additional level of experience. Considered a master psionic.

3. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

4. P.P.E.: Most of the psychic's P.P.E. has been expended in the development of **his/her** psychic abilities. The remaining permanent P.P.E. base is only 2D4.

5. R.C.C. Bonuses: +3 on initiative, +1 to strike, +2 to pull punch, +4 to save vs possession, +1 to save vs all forms of mind control, and +1 to save vs magic illusions. +1 to save vs Horror Factor at levels 1, 2, 4, 5, 7, 8, 9, 11, 13, and 15.

The influence of ley line energy: The duration and range of the Mind **Melter's** psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are *doubled* when at or near (one mile/1.6 km) a ley line nexus point! The **strength/M.D.C.** of any telekinetic force field is also doubled.

Mind Melter Psychic R.C.C.

Player Note: More than any other psychic, the Mind Melter has **m'imal** education, having spent much of his time learning and mistering the complexity of psionic powers. The individual has come to rely on those powers, wits, and experience. The typical Melter is a cocky, resourceful, self-confident adventurer who prefers to use his or her powers and courage rather than skills or machines. Many become arrogant and condescending.

Alignment: Any

Attribute Requirements: None, however a high **I.Q.** and **M.E.** of 10 or higher are strongly suggested.

Race Restrictions: Most common among humans (84%), Elves (8%), Ogres (6%) and 2% others; the latter are typically human-like races. Both males and females can become Mind **Melters**.

R.C.C. Skills:

Speaks American and two languages of choice (+30%)

Basic Math (+20%)

Land Navigation (+10%)

Pilot: Two of choice (+10%; any)

W.P.: **One** of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be upgraded to Expert at the cost of one **O.C.C.** Related skill selection, or to Martial Arts (or assassin if evil) for the cost of two skill selections.

O.C.C. Related Skills: At first level the character can select six skills from the list below, plus one additional at levels 4, 9, and 12.

Communications: Any

Cowboy: None

Domestic: Any

Electrical: Basic only.

Espionage: Any (+5%)

Mechanical: Basic and Automotive only.

Medical: First Aid, Animal Husbandry, Brewing only.

Military: Any

Physical: Any, except Wrestling and Acrobatics.

Piloting: Any (+5%)

Pilot Related: Any

Rogue: Any (+2%); +10% to Seduction and Streetwise.

Science: Advanced Math only (+15%).

Technical: Any (+10%).

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets **five** secondary skills from the list above, excluding those marked "None." Plus two additional secondary skills at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A couple sets of travelling clothing and a wardrobe of expensive and fashionable clothing. Light mega-damage body armor only, sleeping bag, **backpack**, util-

ity/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas **mask**, knife, food rations for a **week**, and personal items.

Weapons will include one energy and one **nonenergy** rifle or other weapon of the player's choice. Melters find **Techno-Wizard** items fascinating and may adopt one or two as a favorite weapon and or vehicle. They also may adopt one favorite magic item, but prefer not to use magic items in deference to their own psi-powers and ingenuity. **Note:** Mind Melters are not machine or weapon oriented and are not likely to have more than two or three weapons, however, they will frequently find one or two particularly stylish or personally exciting and adopt them as a favorite used above all others.

Vehicles are limited to non-Military means of transportation, and may include hover **vehicles**, a jet pack, souped-up motorcycle or car, or a **Techno-Wizard** vehicle. The great psychic powers of the Mind Melter enable the character to easily understand and operate most **Techno-Wizard** devices, however, remember that the Melter's reliance on his own powers means that he/she will not use many such devices, no matter how powerful; such is their arrogance. Almost never pilot robots or power armor.

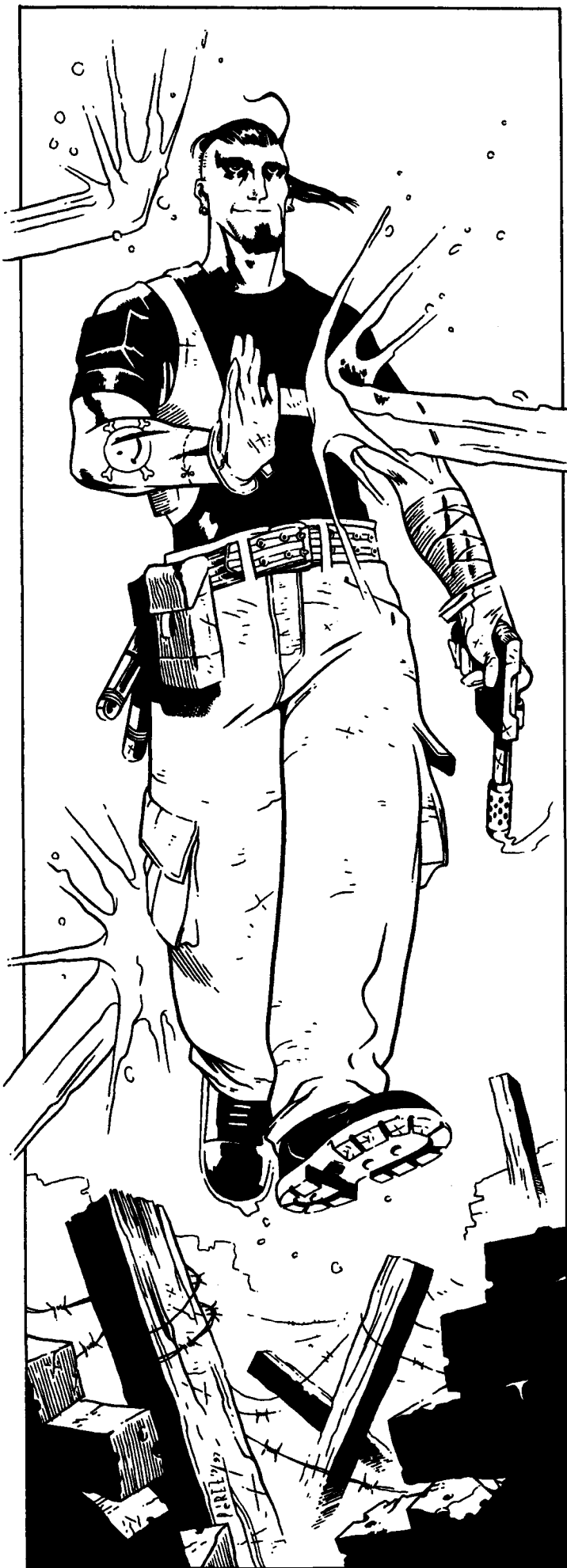
Money: Starts out with **4D6x100** in credit and **2D4x1000** in salable black market items. Has spent the rest on pleasure and clothing (so players, make this guy's wardrobe expensive and attractive).

Cybernetics: Starts with none. Frowns on cybernetics and bionics as the pitiful devices needed by lesser beings to make themselves better. Will use cybernetics only for medical reasons.

Nega-Psychic R.C.C.

In the days before the Coming of the Rifts, a Nega-Psychic was an individual who refused to believe in magic, E.S.P., and the paranormal. Ironically, these individuals were themselves psychic, and their "anti-paranormal" convictions fueled their psionic potential to make them semi-impervious to psychic powers, magic and the supernatural. In many ways, the Nega-Psychic is another manifestation of mind-over-matter: "I **don't** believe, therefore it does not exist, and I cannot be hurt by something that is not real." This dedicated skepticism also (unwittingly) gave the Nega-Psychic his focus and helped to mold his own, unacknowledged psionic abilities.

Of course on Rifts Earth, it is virtually impossible to honestly believe that supernatural beings, demons, dragons, magic, and psychic abilities are not real; they are everywhere and known to be extremely "real." Consequently, the Nega-Psychic of Rifts Earth has effectively adapted to this magic and supernatural rich environment. The Nega-Psychic accepts that such things "are" real, but he is still a skeptic of sorts, and is extremely strong willed. In this case, he refuses to accept that such forces can control, dominate or destroy him. This makes the Nega-Psychic a defiant, impudent rebel who is the antagonist of the supernatural, especially inhuman forces that try to dominate and enslave those they consider lesser beings — like humans. "I'm not a lesser being, and I'll kick the ass of any hell-spawned monster



who says otherwise," tends to be the credo of most Nega-Psychics.

Nega-Psychics often border on the obsessive and fanatical when it comes to personal freedoms and the sanctity of human life. They openly defy supernatural beings, psychics, sorcerers and all despots who try to crush or enslave the human spirit. Their psychic powers make them impervious to most types of mind control and possession.

Special Nega-Psychic R.C.C. Psionic Powers

1. Closed to the Supernatural. The Nega-Psychic is closed to the supernatural as if a Mind Block is constantly in force (no I.S.P. cost). This means they cannot sense or feel the evil, magic or presence of supernatural beings, and neither can supernatural beings and fellow psychics feel or sense them! To other psychics, the Nega-Psychic is a blank slate. A see aura reveals nothing, nor does the Nega-Psychic register when Presence Sense, Sense Magic, Detect Psionics, Clairvoyance, Remote Viewing and similar sensing powers are used, whether they be psionic or magical in nature. Furthermore, the Nega-Psychic is completely immune to all Mind Bleeder powers!

Likewise, the character is "closed" to psionic communication, so he cannot be reached by telepathy or empathy unless the psychic deliberately concentrates to "open" himself to such things. However, the latter is a rarity, for closing himself to the psychic world and the supernatural is this character's main means of defense and source of power.

2. Disrupt Magic. This is a unique power in which the Nega-Psychic "gives off negative vibes" that can disrupt a magic ritual or spell casting. The expending of one P.P.E. point as negative energy will disrupt and dispel *three* P.P.E. from the magic ritual or spell caster. This means a Nega-Psychic who expends five P.P.E. in protest against or in a deliberate act to counter a magic ritual or spell, will negate 15 P.P.E. points. In most cases, the negation of the caster's P.P.E. will be enough to prevent the spell from being successfully cast due to insufficient P.P.E.! If a spell requires 12P.P.E. and the Nega-Psychic simultaneously eliminates three points, the incantation does not have enough magic energy to be successfully cast — the spell caster expends all 12 P.P.E. points but nothing happens. The spell caster's only defense, when he knows that he is confronted by a *Nega-Psychic* (or a *Psi-Nullifier*), is to expend three or more P.P.E. than is normally necessary to cast the spell. This can turn into a mental chess game, because the Nega-Psychic can anticipate the mage to compensate and willingly expend a specific amount of P.P.E. as a countermeasure (3, 6, 9, 12, etc.; always in increments of three). Under all circumstances, the P.P.E. expended by the spell caster, whether the spell is successfully cast or not, is lost in the attempt. **Note:** Unlike the *Psi-Nullifier*, whose powers of disruption can affect both *magic* and *psionics*, the Nega-Psychic cannot disrupt the casting of psionic abilities, although the character, himself, is impervious or resistant to many.

Range: 10 feet (3 m) plus 5 feet (1.5 m) per level of experience.

3. Psionic powers automatic to the Nega-Psychic R.C.C.: Exorcism, Suppress Fear, Deaden Senses, Summon Inner Strength, and Group Mind Block. The Nega-Psychic also selects one additional psychic ability from the *Physical* category only, at levels 1, 2, 4, 6, 8, 10, 12 and 14.

4. I.S.P.: Roll **2D4x10** plus the character's M.E. attribute number to determine the base Inner Strength Points. The Nega-Psychic is considered a *Master Psychic*, although he or she receives only another 2D4 I.S.P. per each level of experience.

5. P.P.E.: The Nega-Psychic has more P.P.E. than most other psychics, although they don't use it to cast magic like Mystics, and **Psi-Stalkers**, and other P.P.E. sensitive beings can not detect the P.P.E. they contain. The P.P.E. base is equal to the P.E. attribute number $\times 2 + 1D6$ points per level of experience.

6. Enhanced Healing: The Nega-Psychic heals twice as fast as normal humans. Against magic induced illnesses, disorders and curses, the penalties and duration are reduced by half, and the character is impervious to Psychosomatic Disease. Also see bonuses.

7. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks. However, the Nega-Psychic is resistant to all forms of mind control and **illusion** (see bonuses).

8. R.C.C. Bonuses. Impervious to all forms of possession, +2 to save vs all types of mind control (including drugs), +2 to save vs poison and disease, +2 to save vs magic illusions, impervious to magic potions (even beneficial ones), impervious to magic curses and magic illnesses, +1 to save vs Horror Factor at levels 1, 3, 6, 9, 12, and 15; and +1 to save vs magic spells and rituals at levels 3, 7, and 13.

+1 on initiative, +1 to parry, +2 to dodge, +1 to disarm, +2 to pull punch, and +1 to roll with impact or fall.

The Nega-Psychic R.C.C.

Alignment Restrictions: None, but tends to lean toward good, unprincipled or aberrant alignments.

Attribute Requirements: I.Q.: 8, M.E.: 10, or higher. A high M.A. and P.S. are helpful but not required.

Race Restrictions: Most common among humans (70%), Psi-Stalkers (5%), Elves (10%), Ogres (12%) and 3% others, typically human-like races. Both males and females can become Nega-Psychics, although 65% are males.

R.C.C. Skills:

Speaks Native tongue and one language of choice (+30%)

Literate in one language of choice (+15%)

Basic & Advanced Math (+15%)

Lore: Demons & Monsters (+15%)

Lore: One of choice (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Technical: Two of choice (+15%)

W.P. Energy Rifle

W.P. of choice.

Hand to Hand combat must be selected as an R.C.C. Related skill. Hand to Hand: Basic counts as one skill selection, Expert two, and Martial Arts (or assassin if evil), three.

R.C.C. Related Skills: At first level the character can select eight other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)

Cowboy: None

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: Any

Mechanical: Basic and Automotive only.

Medical: Paramedic, Animal Husbandry, Brewing only (+10%)

Military: Camouflage, Find Contraband, Military Etiquette only (+5%)

Physical: Any, except Wrestling and Acrobatics.

Piloting: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any, except Seduction.

Science: Any (+5%)

Technical: Any (+10%).

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets four secondary skills from the list **above**, excluding those marked "None." Plus two additional secondary skills at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, M.D.C. body armor of choice, one large sack, 1D4 small sacks, a backpack, silver cross, six wooden stakes and a mallet (for vampires and other practical purposes), canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, **lighter**, tape recorder, language translator, note pad and marker, and 50 feet (15.2 m) of lightweight cord.

Weapons: Energy rifle of choice (excluding CS rifles), weapon of choice, a survival knife, and a **Vibro-Knife** (1D6 M.D.).

Vehicle: A battered looking hovercycle or Land Rover of choice (reduce M.D.C. by 4D6%).

Money: Starts with 2D6x100 in Universal credits and 2D4x100 in **tradeable** goods.

Cybernetics: Starts with none and will avoid getting any cybernetic or other forms of augmentation because it interferes with psionics (and besides, it's "unnatural"). However, cybernetic prosthetics or bio-systems will be considered should they become necessary.

Psi-Druid R.C.C.

Traditionally, **druids** are individuals who share a mystical bond with nature. This bond imparts to the **druid** magical abilities to control wild animals, raise plentiful crops, predict weather and heal. North America does not have such magical "druids" (see *Rifts*® England) but does have a psychic character class that fits the bill. **Psi-Druids**, or Psychic Druids as they are also known, fit the traditional mold of the druid to a tee. They share a special connection to Mother Earth and nature. The big difference is that the **Psi-Druid's** bond is psychic rather than a mystical one. Their power comes from within. **Psi-druids** are Master Psychics who use their powers to commune with animals — empathy to communicate, see aura and psychic diagnosis to identify illnesses & injuries, telekinesis to manipulate plants and vines, and so on. They also have a few powers unique to their R.C.C., due to their particular orientation, focus and closeness to nature.

Generally speaking, Psi-Druids are nonviolent. Most are devoted to serving nature, healing and helping their fellow man.

They are not warriors, although most can fight, but instead serve as veterinarians, farmers and woodland hermits — wise men who live in the wilderness and prefer the company of animals over people. This is a bit of a generalization, for there are Psi-Druids who love the company of people and who live in towns or on the outskirts of a city, but most are regarded as psychic woodsmen who prefer the freedom and wildness of the wilderness over the "civilized" (sic) world.

The skills and powers of Psi-Druids are in great demand in rural communities and kingdoms throughout North America. In many places, they are the only **healers/doctors** available for miles. They are regarded as "wise men and healers" who offer the uneducated and hard-working peasants, farmers and laborers special insight, advice, portents of the future, healing and protection. The assistance of a **Psi-Druid** can mean the difference between a bumper crop or one lost to **blight**, the birth of a healthy calf (or child) and one stillborn. It's not that they are overtly powerful or divine, it is simply that they hold knowledge and psionic power that nurtures, encourages, supports, heals and helps. As a result, many farm and wilderness communities will try to attract Psi-Druids with offers of free **housing**, high salaries (500-2000 credits a month), good social position (often including a place on the town council) and perks like free or discounted food, clothing, supplies and other things.

It is not uncommon for Psi-Druids to live nomadic lives as wandering healers, or to travel a regular or semi-regular circuit, stopping at the same places once or twice annually around the same time every year. Some also succumb to the allure of exploration **and/or adventure**, some even becoming lawmen, preachers or heroes of renown. These characters wander from place to place, surviving on the bounty of nature and the generosity of their fellow man. They usually avoid big cities because these settlements are viewed as being removed from nature and, from a practical point of view, have the resources and expertise to help themselves, so the people just don't need the Psi-Druid as badly as the struggling wilderness people. The only possible exception are the Burbs where inequity and poverty are crippling enemies of the poor and downtrodden. Of course, such communities are cesspools of crime, decadence and pollution — dangerous places for kind and sympathetic healers or wise men. Here, the Psi-Druids offer what help they can in return for a hot meal or a place to sleep, often providing their valuable services free of charge to those who cannot offer even that.

Special R.C.C. Abilities of the Psi-Druid

1. **Weather Sense:** The **Psi-Druid's** psychic affinity with nature enables him to sense changing weather conditions with astonishing accuracy. By opening himself to nature and all its various elements and aspects, the psychic can sense the rise and fall of temperature and barometric pressure, humidity, frost, wind speed, wind direction, fog, the likelihood of **rain**, the likelihood of dangerous storms (tornados, hurricanes, ley line storms, torrential rain followed by flash flood conditions, snow storms, etc.) and predict within 10 minutes of accuracy when they will reach his location and approximately how severe they will be. This, of course, allows people to batten down the hatches and take cover. The character can also sense when a weather phenomenon is unnatural, i.e. induced or created by magic.



The **Psi-Druid** can not make weather predictions more than 24 hours into the future, the only exception being incredibly powerful storm fronts heading his way. In this case, the Psi-Druid may sense its approach and danger 6D6+24 hours in advance.

Base Skill: 70% +2% per level of experience.

I.S.P. Cost: 3, and requires 1D4 minutes of meditation.

2. Dowsing: Psi-Druids are natural psychic divining rods who have the ability to sense and locate fresh water thanks to their psionic link with nature. Whenever fresh water is within the psychic's sensing range, the character instantly and automatically senses its presence, just like a **Psi-Stalker** naturally senses the presence of supernatural beings. Sensing the water is easy (requires no skill roll), but actually pinpointing its exact location is a little more difficult and requires that the Psi-Druid make *two consecutive* skill rolls. Furthermore, after making a successful skill roll, the character can sense whether or not the plants and ground are dry and approximately how long it has been since the last rain.

Base Skill: 60% +3% per level of experience.

Range: 1000 feet (305 m) plus 200 feet (61 m) per level of experience. Note that the dowsing range is doubled when the Psi-Druid is in the presence of ley lines and nexus points.

I.S.P. Cost: None; an instant and automatic ability.

Divining for things other than water: The Psi-Druid can also attempt to dowse for other resources that occur in nature. Ley lines can be located at half the usual dowsing skill ability, while magnetic **and/or** dimensional disturbances, mineral deposits, and powerful supernatural presences (one powerful one like a godling or alien intelligence, or many smaller ones like a gathering of demons, entities or other supernatural beings), all at a base skill of 18% +1% per level of experience

3. See Plant & Animal Auras: All things, organic and inorganic, living and inanimate, have an aura. Psi-Druids are more keenly aware of these than most other psychics and can see the auras of plants and animals with the slightest concentration and the expenditure of only one I.S.P. This ability is limited to plants and animals only, meaning the psychic cannot use this power to see the auras of humans, D-bees and other beings or objects unless he has the psi-power of See Aura.

The aura of a plant or animal will indicate the following:

Whether it is indigenous (native) to Earth or extraterrestrial; the specific dimension remains unknown.

Whether it is a predator or not.

Whether it is healthy or sickly, young or old.

The general **growth/life** cycle and whether an animal is pregnant.

Whether the animal/plant is edible or poisonous to humans.

Estimate the level of intelligence. Plant (no distinguishable **I.Q.** or personality), low animal intelligence (**I.Q.** range 1 to 4), high animal **I.Q.** (4-8 range), or human-like intelligence (average **I.Q.** of 8-10).

Estimate the general level of experience; applicable for **D-bee plants/animals** like the **Emirin** and **Kisent**. Low (1-3), medium (4-7), high (8 and up).

The presence of magic, including magical **and/or** healing properties of plants as well as magic casting abilities (no indication of specific abilities or power level).

The presence of psychic abilities.

High or low base P.P.E.

The presence of a possessing entity.

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience, and must be visible.

Duration: Two melee rounds.

I.S.P. Cost: One

Saving Throw: None for plants or lower animals, standard for most animals; a mind block will hide the presence of psychic abilities, the level of P.P.E., and possession by a supernatural force.

4. Heal Plant & Animal Life: A psychic healing power like the healing touch whereby the Psi-Druid can channel his own I.S.P. energy to heal the plant or animal completely. If the subject animal is a sentient creature like the Emirin, or a large animal (mountain lion or wolf-size or bigger), the power restores just 2D6 hit points *or* S.D.C. and closes open wounds. On most small animals and plants it will restore 20% of their hit points and S.D.C., and heals cuts, scrapes, bruises, strained or pulled muscles, damaged feathers, skin conditions (mange, rashes, etc.), as well as blighted leaves, damaged bark, and dried or damaged roots. The **Psi-Druid's** healing touch can only be used on plants and animals, it cannot be used to heal humans, D-bees or supernatural creatures.

Range: Touch.

Duration: Instant, with lasting effects.

I.S.P. Cost: Varies: Two to heal a small flower, plant or mouse-size animal; five for **shrubs/bushes** and squirrel-size animals, 10 to heal a sapling, cat to dog-sized animal or sentient plant, 20 for a young adult tree or deer to bear-sized animal, 40 to heal an old tree (100+ years) or hippo-sized animal, 70 to heal an ancient tree (500+ years) or large, elephant-sized animal.

5. Empathic Animal Friendship: All Psi-Druids automatically have an affinity with animals of all kinds; a power similar to **Psi-Stalkers**. Domesticated animals will always take an immediate liking to them and will do their best to please the character. This empathy gives the psychic the ability to ride any horse or exotic animal suitable as a mount (wild or tame, although wild animals will have to be ridden bareback; they won't allow even the Psi-Druid to saddle or put a leash or rope around them) at a +10% bonus to the exotic horsemanship skill. There is an identical bonus (+10%) to applicable skills to work with any domesticated animals.

Wild animals, even felines and mutant or alien predators, will react to the Psi-Druid as if he was a fellow woodland creature and allow him to walk among them without fear. This ability enables the character to operate in the wild without causing animals to react to his presence; birds do not fly away, animals do not run, and therefore, do not indicate the approach of an intruder. Even watchdogs will not sound a bark of alarm at the presence of a Psi-Druid, and CS mutant animals will feel safe and amicable with them. **Note:** The Psi-Druid never uses this affinity with animals to hunt them, and when the character does hunt, he does so only for food or other necessity, never for pleasure or sport. One third of all Psi-Druids are vegetarians, and all will feel sadness whenever an animal is in distress; the psychic will usually try to help it.

6. Other Psionic Abilities: Starts with Psychic Diagnosis, Healing Touch, Psychic Surgery, Clairvoyance, Empathy, Mind Block, Psychic Omni-Sight and two of choice from both the Healing and Sensitive categories. A total of two additional abilities can be selected at subsequent levels of experience. Selections can only be made from the categories of Healing and Sensitive. Plus one Super-Psionic power can be selected at levels 3, 5, 7, 9 and 13.

7. I.S.P.: 1D6x10+15 I.S.P. plus the M.E. attribute number. Add an additional 2D4+2 I.S.P. per level of experience.

8. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

9. R.C.C. Bonuses. +2 to save vs all types of drugs, poisons, and disease, +2 to roll with impact or fall, +2 to save vs magic potions and magic illnesses, and +3 to save vs Horror Factor.

The Psi-Druid Psychic R.C.C.

Player Character Note: Psi-Druids who are player characters are likely to be of the wandering healer variety with a taste for life on the road and a hankering for adventure.

Alignment: Any

Attribute Requirements: None. A high M.E. and P.E. attributes are suggested but not required.

Race Restrictions: Most common among humans (82%), Elves (8%), Ogres (3%) and 7% others. Both males and females can become Psi-Druids.

R.C.C. Skills:

Languages: Two of choice (+15%)

Basic Math (+10%)

Holistic Medicine (+20%)

Brewing (+10%; see *Rifts® New West™*)

Biology (+20%)

Botany (+15%)

Sewing (+10%)

Horsemanship: General

Horsemanship: Exotic (+10%; see *Rifts® New West™*)

Lore: Cattle/Animals (+10%; see *Rifts® New West™*)

Identify Plants & Fruits (+25%)

Preserve Food (+20%)

Cook (+20%; professional quality)

Skin and Prepare Animal Hides (+10%)

Wilderness Survival (+10%)

Land Navigation (+14%)

W.P. Choice of Energy Pistol or Energy Rifle

W.P. Archery or one ancient W.P. of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at a cost of one R.C.C. Related skill selection, or Martial Arts at a cost of two.

R.C.C. Related Skills: Select four other skills. Plus select two additional skills at levels 4, 7, 10, and 13. All new skills start at level one proficiency.

Communications: Any

Cowboy: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Detect Ambush, Detect Concealment and Tracking only.

Mechanical: Basic Mechanics only.

Medical: Any (+5%)

Military: Camouflage and Trap/Mine Detection only.

Physical: Any, except Acrobatics and Wrestling.

Pilot: Any, except Military type combat vehicles.

Pilot Related: Any

Rogue: Concealment (+5%), Palming and Ventriloquism only.

Science: Any (+5%)

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select five secondary skills from the previous list and one at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of light, usually non-environmental, mega-damage body armor for maximum mobility and stealth, extra wilderness-type clothing (buckskin, camouflage, etc.), extra hiking boots, hat and/or hooded cloak, a utility belt and snowshoes or skis for winter travel. Also sunglasses or tinted goggles, air filter, backpack, saddlebags, a couple pouches or sacks, canvas tent, several tie cords, 100 feet (30.5 m) of rope, 6 wooden spikes, hatchet for cutting wood, utility knife, skinning knife, fishing line and hooks, sewing kit with needles and thread, waterproof matches, flint and tinder, flashlight, first-aid kit with common healing herbs and 2D4 magic herbs (see *Rifts® England*).

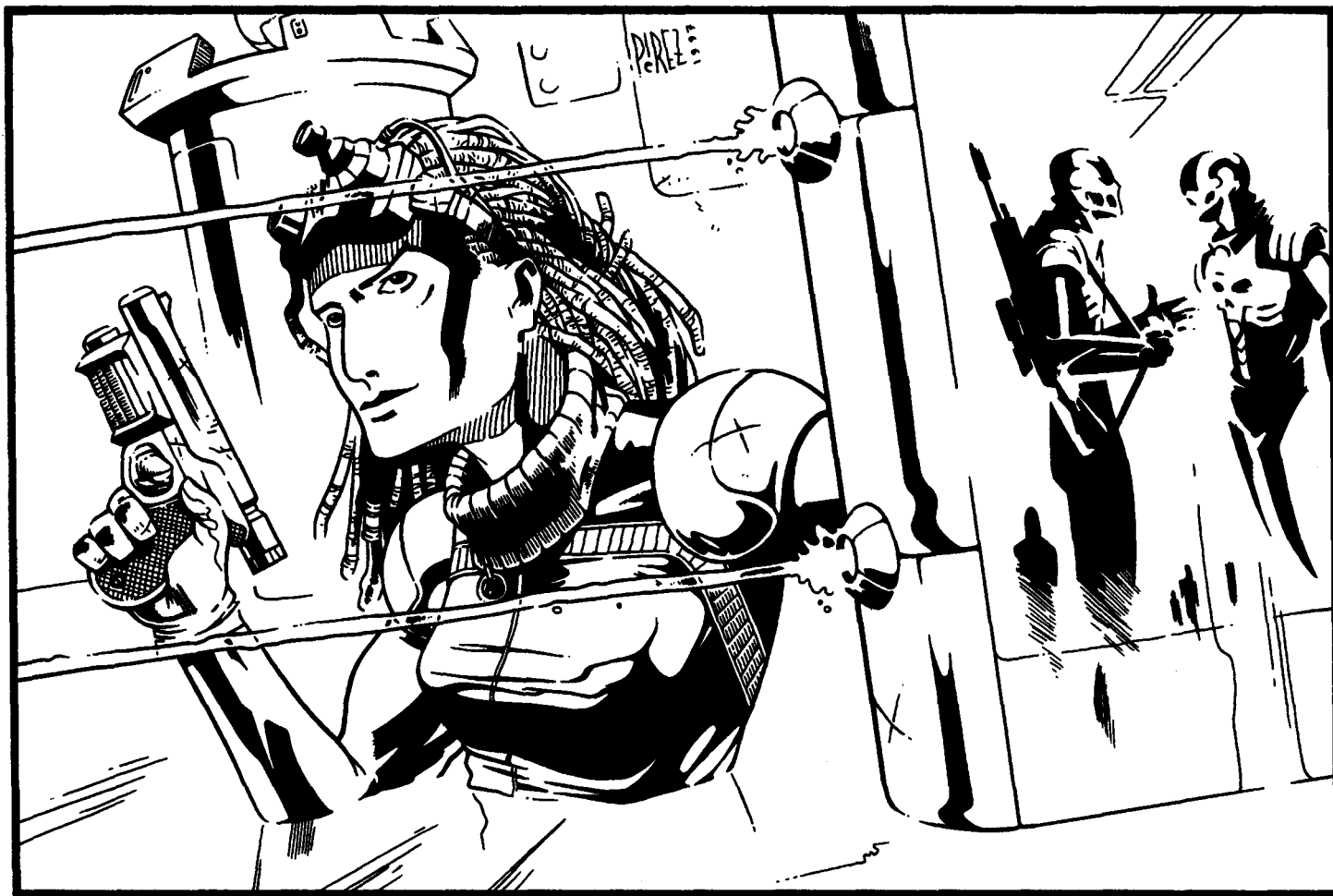
Weapons: A sling or bow & arrows, a conventional hunting rifle, two ancient weapons of choice and an energy rifle of choice with 4 extra E-clips. Psi-Druids are not technologically savvy, but may use Techno-Wizard devices and/or magic items.

Vehicle: None to start.

Money: 6D6x100 credits plus 1D4x1000 credits in Black Market or trade items. Psi-Druids generally place little value on money and material possessions. Most are nonmaterialistic individuals who prefer life in woodland areas or farming communities. Money is viewed as a tool.

Cybernetics: None. Beyond the fact that cybernetics interfere with psychic powers, they are considered to be unnatural and inhuman to the nature-loving Psi-Druid.





Psi-Ghost R.C.C.

Most major cities, Burbs, and places that cater to mercenaries, adventurers **and/or** criminals will offer a variety of freelance spies, detectives, cat-burglars, thieves, assassins, city rats and even talented adventurers for hire, but when you want the best, you want a Psi-Ghost. Rumor has it that these powerful psychics can even walk through walls!

Psi-Ghosts are Master Psychics whose abilities are geared toward stealth, espionage and thievery. They are a cross between a master thief and master spy with the added advantage of psionic powers that are used to steal secrets, technology and loot. They excel at bypassing security measures, whether guards, high-tech **alarms**, or traps, and at breaking into bank vaults, locked containers, and computers. According to the hype on the street, there is no security system that a Psi-Ghost cannot breach, using a combination of daring, skill and psionics. Furthermore, they can often do so without anybody knowing they were there, that's one reason these psychic thieves are called "ghosts." Another is their ability to make themselves intangible!

A full 96.5 percent of the Psi-Ghost R.C.C. are human mutants with the power to become *intangible* at **will!** All originate from the Magic Zone and most still consider that region their homeland. The power of intangibility is a trait that is passed down from parents to offspring; 100% if both parents are Psi-Ghost mutants, 50% chance if one parent is not a mutant. Mutant Psi-Ghosts can reproduce with **Psi-Stalkers**, but the child is always a **Psi-Stalker** with no power of intangibility.

The power of intangibility, or "ghosting" as they call it, is not a psionic power, although it requires mental discipline, focus and concentration. These "mutant" Psi-Ghosts look completely human, and other than the power of intangibility and their formidable psionics, are no different than any other human. Not even those with the power of intangibility can explain how or why they possess this unique ability. Some have speculated it is the result of generations of exposure to ley line energy. Others suggest alien radiation, energy or magic from another dimension is the more likely culprit. Some suspect the handiwork of the infamous Gene-Splicers (or the Lone Star Complex), known for their bizarre experimentation on humans and other life forms and then loosing them into the world for further study or as discards. However, Gene-Splicers seldom operate in the **Americas** (they are common to Europe) and have never been associated with Psi-Ghosts in any way.

Whatever the case, the power of intangibility began to manifest itself in the residents of a tiny village located in the Magic Zone. This occurred about 70 years before the beginning of the Post Apocalyptic calendar. Within two generations (roughly 50 years), 87.3% of all villagers in this close-knit community shared the power of intangibility and 96.5% possessed major psionics. This newfound and spectacular power, combined with psionics, led the villagers to use their powers for spying and thieving. This led to their starting an underworld cartel of spies and thieves that threatened to become a major power. Unfortunately, powerful underworld rivals found them a threat and sought their destruction. Headquartered in the town of their

birth, the Psi-Ghosts were easy targets and suffered a series of destructive raids and incidents that drove them into hiding.

Since that episode, the intangible mutants have scattered, avoiding gathering in large numbers or establishing permanent communities. Nor is there any longer one central organization, but rather a secret network of clans and individuals. All, except the most despicable and hated of Psi-Ghosts, also have an unspoken loyalty to their race. A sort of Fraternity of Psi-Ghosts in which one is born into. This means a Psi-Ghost will never betray others of their race to outsiders, i.e. betray them to the CS, a magic Brotherhood, the law, or other enemies. This applies even to good Psi-Ghosts who become embroiled in a campaign against evil ones, and vice versa. A Psi-Ghost just won't "rat" on a fellow ghost. On the other hand, there's nothing stopping them from fighting among themselves or killing one another. In fact, there have been some brutal feuds and vendettas between various clans and organizations headed by rival or enemy Psi-Ghosts. Such rivalries and vendettas between fellow Psi-Ghosts are okay, and sometimes include the loyal friends of a Psi-Ghost even though they are outsiders (non-Ghosts), especially if other non-Ghosts are part of the enemy faction. It is also acceptable for one Psi-Ghost to bring trouble against another Psi-Ghost by indirectly leading the authorities or an enemy to him, provided the one to be raided is given ample time and opportunity to make good his escape before they arrive. This tactic is used to foil an enemy **Psi-Ghost's** endeavors but not actually cause the death **and/or** persecution of fellow Psi-Ghosts at the hands of outsiders. This peculiar ethics also means a Psi-Ghost may challenge, battle and kill a fellow Psi-Ghost in a duel or battle. In fact, most will consider it their personal duty to battle a fellow Psi-Ghost rather than let an outsider kill him.

Psi-Ghosts do gather into small groups and outlaw bands, and more often serve as the leaders or as key lieutenants in criminal, mercenary and adventure groups and organizations. However, at least half operate as independent agents who side with and work for whomever they please.

The services of spies, professional thieves and bodyguards are in great demand in North America. Not just by the Black Market, terrorists groups, bandits, smugglers, and other criminals, but mercenary outfits, powerful corporations, unscrupulous businessmen, magic Brotherhoods, and wealthy (**and/or** powerful) individuals to heads of state. All want to have a leg up on their enemies, rivals or competition. To do so, they need reliable information — enter the professional spy, adventurer and the ultimate B&E (breaking and entry) man, the Psi-Ghost.

Items typically targeted for "acquisition" (theft or robbery just seems too harsh a word) may include credits or money, gems, jewelry, works of art, weapons, magic **items**, ancient artifacts, cybernetics, medicine, and other valuables, but *information* is just as often the target. Industrial secrets (processes, components, schematics, weapons designs, manufacturing secrets, etc.), computer access codes, computer programs, viruses, bank accounts, sales/earning data, timetables, locations and layouts, personal habits and interests, incriminating documents or evidence, reconnaissance and data of all kinds are common targets of Psi-Ghosts. In fact some groups of Psi-Ghosts represent themselves as information gathering specialists — "if you want it, we can get it." Information that can be used to cheat, gain access to the inaccessible, locate people, blackmail, deceive, threaten and even topple governments.

As elite spies and thieves, most Psi-Ghosts live in a seedy underworld of crime **and/or** espionage. Theirs is a world of secrets, deception, betrayal, hidden truths, information gathering, and marketing (both their talents and the information they gather) to the highest bidder. The best of these "**superspies**" are sought after by powerful governments and organizations. It is a coup when they can be kept on a full-time retainer and called upon when their services are needed. However, most Psi-Ghosts prize their freedom, thus it is ultimately they who choose their allies and employers. Most insist on having the luxury of rejecting assignments and to come and go as they please. Only a handful work on a regular retainer, most work as adventurers and freelance agents who typically make a living by "acquiring" information and valuables and fencing them on the Black Market or selling them to other interested parties. Most Ghosts prefer to live and work in large urban cities like the **Chi-Town** fortress city, **Lazlo**, Ishpeming, El Paso, **Kingsdale**, and so on, or high-tech Burbs, staying close to both their victims and employers. They feel most comfortable around modern technology and in big cities. After all, while the confines of the city may be an obstacle for their opponents, there are few walls or barriers the Psi-Ghost cannot penetrate. Thus, the city offers endless opportunities, wonderful employment and great adventure.

Whether a member of a small group or a lone operative, all Psi-Ghosts tend to be secretive and tight-lipped. According to one saying about them, "a secret that a Psi-Ghost does not wish to share will go with him to his grave." Furthermore, their psionic abilities give them great resistance to mind control and drugs. As with any truly great spy, it is critical that he can be trusted on some level, and Psi-Ghosts are considered the most discreet and trustworthy (within the confines of the job) in the business. They seldom betray a current employer and never steal from or cheat him while under his employ. If captured, most Psi-Ghosts will endure torture and die before they betray their employer, even if they despise him. Most will return any partial payment and reimburse an employer for expenses if he cannot do the job (or, as happens on occasion, elects not to, despite their previous agreement).

Special Powers & Abilities of the Psi-Ghost

1. Heightened Presence Sense: This power is a heightened variation of the presence sense ability (see *Rifts® RPG*, page 122). It is a reflexive, sixth sense-type power that alerts the Psi-Ghost character to the presence of other sentient individuals around him. The character is automatically aware of *all* intelligent presences within his detection range. If the Ghost focuses the whole of his attention on this ability (takes 1D4 melee rounds), it becomes a psychic radar that can determine the exact number of presences and pinpoint their precise location! Additionally, this power alerts the Psi-Ghost to when he is under observation by surveillance cameras and other systems that are manned by a sentient being; he gets a case of the "jitters" and the hair stands on the back of his neck. The Psi-Ghost can locate the surveillance system's operator(s) if he/they are within range, the same way he can locate sentient individuals by making a skill roll.

Base Skill: 60% +2% per level of experience; rolls are not required to detect presences, only to pinpoint their location.

Range: 25 feet (7.6 m) plus 5 ft (1.5 m) per level of experience.

Duration: Automatic and constant.

I.S.P.: None; an automatic ability.

Saving Throw: Not applicable.

2. Intangibility (a Mutant Power): The power of intangibility affects the bonding element of molecules, making the person and 20 pounds (9 kg) of additional material intangible. Intangibility means that sticks and stones, punches, bullets, lasers, and most conventional attacks pass right through; harmless, like a ghost.

However, he is not invulnerable to all attacks. Electricity, which stimulates and agitates molecules, does half damage. Psionic attacks have full effect. Gas attacks are particularly effective, as the gaseous substance passes right through and into the blood stream, doing full damage/effect.

The intangible person can not touch, pick up or carry anything, but can speak and hear as normal. The character can walk through any substance, stone, steel, earth, machines, etc., without affecting it or himself. Although the character can not glide or float, falls or explosions can not harm him. Because of the intangible state, he can sink into the earth/ground up to his nose and walk on the dense molecules, effectively walking through the earth. Likewise, he can actually walk on the dense molecules of smoke and water.

Just as the intangible character can not pick up or touch any object or person, he can not engage in combat. Any blows would pass harmlessly through the person. Nor can he partially materialize or materialize a portion of his body. To materialize while partially in an object will result in instant and painful death. The intangible person can not throw an intangible object and expect it to become tangible and strike its target (it doesn't work that way). To attack, the super being must first become tangible and then attack. Likewise, machines do not function while intangible. The character can become tangible or intangible nearly at the speed of thought; four times per melee is the maximum.

Passing through computers or electrical equipment does not affect or harm the machines. No, intangible people can not walk on air.

While intangible, the person seems to be **semitransparent**, almost specter-like. He is the perfect spy, being nearly invisible and silent. His appearance alone can be quite harrowing; Horror Factor of 14. **Note:** +20% to prowl skill when intangible.

3. Psionic powers automatic to the Psi-Ghost R.C.C.: Psionic Invisibility, Deaden Senses, Mind Block, **Nightvision**, Object Read, Machine Ghost, and Telemechanics. In addition, select a total of five psionic abilities from the Sensitive **and/or** Physical psionic power categories.

The Psi-Ghost also selects one additional psychic ability from the Physical or Sensitive category at levels 2, 4, 6, 8, 10, 12 and 14. And one additional *Super*Psionic power at levels 3, 5, 7, 9, 12, and 15. As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

4. **I.S.P.:** Roll 1D6x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. Add an additional 2D6 I.S.P. per level of experience.

5. **P.P.E.:** 3D4+4

6. R.C.C. Bonuses: +1D6 S.D.C., +1D4 to M.A., +1D4 to P.P., +2 on initiative, +1 to pull punch, +2 to roll with impact or

fall, +1D4 to save vs mind control, +4 to save vs possession, and +2 to save vs Horror Factor.

Psi-Ghost R.C.C.

Note: It has been estimated that there are fewer than 5,000 **Psi-Ghosts** throughout the **Americas**; 90% live and work in North America, 3% in Mexico, 3% in South America and 4% elsewhere.

Alignment: Any, but most seem to lean toward anarchist and unprincipled.

Attribute Requirements: P.P. 12; a high M.E. attribute is suggested but not required.

Race Restrictions: Psi-Ghosts are all genetic mutations of humans; no other race can become a **"true"** Psi-Ghost with the power of intangibility, although other psychics can mimic the capabilities of the Ghosts by selecting the appropriate psionic powers (everything except intangibility, the enhanced presence sense and **I.S.P.** of the Psi-Ghost). These crafty mutants have been known to occasionally adopt a Major or Master Psychic into their fold and train **him/her** as a Psi-Ghost. The gender division of this R.C.C. is roughly 43% males and 57% females.

R.C.C. Skills:

Literacy: One of choice (+10%)

Languages: Two of choice (+20%)

Basic Math (+10%)

Radio: Basic (+20%)

Surveillance Systems (+15%)

Basic Electronics (+10%)

Basic Mechanics (+5%)

Computer Operations (+15%)

Computer Hacking (+10%)

Escape Artist (+10%)

Pick Locks (+15%)

Streetwise (+12%)

Prowl (+10%)

Climbing (+15%)

W.P. Energy Pistol

W.P. of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at a cost of one R.C.C. Related skill or Martial Arts for two.

R.C.C. Related Skills: Select five other skills. Plus select two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Any (+5%)

Espionage: Any (+10%)

Mechanical: Any, (+10% to Locksmith skill only)

Medical: First aid and Brewing only.

Military: Any (+5%)

Physical: Any, except Boxing

Pilot: Any

Pilot Related: Any (+5%)

Rogue: Any (+6%)

Science: Advanced Math only (+10%)

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: None

Psi-Nullifier R.C.C.

Secondary Skills: The character also gets to select three secondary skills at level one, and two additional at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of personalized mega-damage body armor (usually light for maximum mobility and low prowling penalty), black fatigues or jump suit (for prowling at night), and a small wardrobe of 3D4 outfits appropriate for their environment (gang colors, disguises, police and/or military uniforms, etc.). Typically carries a few small, easy to conceal weapons that include a knife, **vibro-blade**, and an energy handgun of choice with 4 extra E-clips.

Other equipment includes a **PDD/Portable** Digital Disk player & recorder with headphones, portable language translator, hand-held computer with micro-computer, full-size computer & printer at home, 35 mm camera (still photos) and a dozen discs of film, disc camera (moving pictures) with a dozen discs of film, microfilm camera (fits in the palm of the hand), pen flashlight, large flashlight, 100 feet (30.5 m) of **super-strong/super-lightweight** cord, grappling hook, 1D4+1 spikes, roll of wire, standard tool kit, lock picking tools, pry bar, glass cutter, one laser scalpel, gas mask, tinted goggles, knapsack, backpack, carrying case or satchel, walkie-talkie radio, and personal items. Also 1D4+1 different photo identity cards (all with aliases), fake birth certificate, and fake citizen I.D. to one Coalition State or other major Kingdom.

No vehicle to start.

Non-Player Characters (NPCs) also have 1D4 small, safe-house apartments in a low to middle-class section of town; rent is paid up for the next six months and registered under an alias. They will also have several connections to the underworld — local gangs, Body-Chop-Shops, small-time crooks and possibly the Black Market or a thieves' guild.

Money: 2D6x1000 in credit and black market items worth 2D4x1000 credits. Psi-Ghost characters usually have no difficulty finding contracts with the underworld, governments and businesses throughout North America. Most young ones just starting their careers demand salaries of 800-1,500 credits a week or by the job. Most have a steady income and thus spend their money freely, living for the moment. Established veterans, especially those with a good reputation, typically charge by the job, plus expenses, and get paid double what a typical spy or mercenary can get. Most also get perks and privileges most common crooks and meres don't get.

Cybernetics: Starts with none. Tend to avoid implants in favor of natural powers.

The **Nullifier** is a human Master Psionic or **Psi-Stalker** whose mental "reactive" powers have developed to provide a remarkable defense against psionics and magic. From an early age, the Nullifier has the ability to erect a barrier of mental energy that renders the character virtually immune to mind-altering psionic powers, along with the ability to interfere with and negate them. Furthermore, this defense mechanism can interfere with the mental powers of other psychics and, to a lesser degree, the powers of magic practitioners.

This ability is involuntary, for the most part, and occurs as a natural reaction to the presence of powerful mystical or mental forces. In essence, the character is a living battery of negative energy that can disrupt psionics or magic in close proximity. This makes the Nullifier character a powerful force in the psionic and magic-rich environment of Rifts Earth.

Few **Psi-Stalkers** become **Nullifiers** (0.5%; roughly one in two hundred) and fewer still, among humans (among master psionics, only one in a thousand will be a Nullifier). Those who do possess such abilities are typically exposed to powerful magic and/or psionics or supernatural forces during childhood or early adolescence. An event that forever changes them. Like the **Nega-Psychic**, these characters believe in psionic powers, magic and the supernatural, but are so determined to resist and battle evil beings with these powers, that they actually develop mental defenses against them. Some rogue scientists have wondered if it is not a form of adaptation of some humans and Psi-Stalkers to their magic and psionic rich environment.

The Coalition States, spearheaded by the powers at Chi-Town (and in the past, Free Quebec), recognize the invaluable power and defenses a Nullifier provides and has developed an experimental (and some say inhumane) regime of rigorous training designed to shape young reactive psychics into Nullifiers. The program has a **frighteningly** high success rate in producing Nullifiers; approximately 72% of all inductees into the program become Nullifiers. Of the remaining 28%, half are driven insane, while the other half usually become some other type of Master Psionic, typically **Bursters**, **Zappers** or **Psi-Slayers**; 1.5% become **Mind Melters**. Approximately 320 experienced Nullifiers (levels 4-7) currently serve in a **Psi-Battalion** headquartered at Chi-Town, with another 80 in the ISS and about 160 in active duty at other Coalition States. Most serve in special branches of the CS Military as anti-psychic and anti-supernatural specialists, as well as fugitive retrieval specialists, spies and espionage agents.

Special Nullifier R.C.C. Abilities

1. Psi-Nullification & Interference: As a living battery of negative psychic energy, the Psi-Nullifier has the ability to disrupt or interfere with magic and psionics that are directed against him or in close proximity. This is a natural defense mechanism developed by the mutant to protect against hostile psychic and magic attacks. It is an involuntary reaction that occurs automatically whenever psionic or magic forces are directed against him or within 10 feet (3 m) of him.

As soon as a psychic, magic practitioner or supernatural menace comes within range or focuses their mental will or magic for



an attack against the **Psi-Nullifier**, he instinctively floods his attacker(s) with a wave of negative psychic energy. This negative energy destroys positive psionic and magic energies, cancelling them out completely or reducing their power.

Every *one* point of I.S.P. expended by the Psi-Nullifier negates *three* positive I.S.P. points, or one positive P.P.E. point of magic power!

The Psi-Nullifier automatically releases enough negative psychic energy to cancel or diminish most **psi-powers** or magic spells used within his disruption range.

As a disruption of magic, the Psi-Nullifier instinctively expends 1D6 I.S.P. which negates an equal amount of P.P.E., which, in most cases, will be enough to prevent the spell from being successfully cast due to insufficient **P.P.E.**! The spell caster's only defense, when he knows that he is confronted by a Psi-Nullifier, is to expend seven more P.P.E. than is normally necessary to cast the spell. This can turn into a mental chess game, because the Psi-Nullifier can anticipate the mage to compensate and willingly expend a specific amount of I.S.P. to disrupt the spell, provided it is greater than six (7, 10, 13, 18, 25, whatever). Under all circumstances, the P.P.E. expended by the spell caster, whether the spell is successfully cast or not, is lost in the attempt.

Against psionic powers, the Psi-Nullifier also instinctively expends 1D6 negative I.S.P. which negates 3x that amount in positive I.S.P. unleashed by his attacker (i.e. one negative I.S.P. negates three of his opponent's, two negates six, three negates nine, and so on). If the amount of negative I.S.P. dispels an

amount equal to or greater than the I.S.P. needed to cast the psionic power, it is completely negated! The attacker spends the necessary I.S.P., but nothing happens.

If the negative I.S.P. destroys half the positive I.S.P., the psionic power works, but at half its strength: reduce range, duration, damage and penalties by half. If the negative I.S.P. destroys a third or less of the positive I.S.P. needed, then reduce the effectiveness and power level of that attack by 20%.

Additionally, each point of negative I.S.P. energy counts as a -5% penalty against the success ratio of psi-powers that require skill and interpretation (Object Read, Ectoplasmic Disguise, **Telemechanics**, etc.); at least while within the radius of the **Psi-Nullifier's influence**.

Like the spell caster above, an enemy psychic's only countermeasure is to expend more I.S.P. than is normally necessary to use the psionic power. Likewise, the Psi-Nullifier can willingly increase the amount of negative I.S.P. (as above) to further prevent attempts to circumvent his nullification power.

Note: The nullification power is a reflex action that responds to all (even multiple) psionic and magic attacks *directed at him* (including area affect spells) as well as any unleashed within 10 feet of him. It is an involuntary action, so the character cannot hold it back or decide when not to defend against psychic attack to conserve I.S.P. It is a natural and instinctive response to danger. It happens even when the Psi-Nullifier is rendered unconscious and while he is asleep.

This unique power cannot be used against enemies who are aiming their attacks against others, unless the Psi-Nullifier is

aware of their intention and willingly uses his nullification power to protect an ally or an innocent. The nullification power must be released the moment the spell or psi-power is cast, but **Psi-Nullifiers** have an uncanny ability to do so (roll initiative, with the **Psi-Nullifier** having a +6 bonus to let loose his negative **I.S.P.** in time to negate or reduce it). Maximum range for such a preemptive strike is 100 feet (30.5 m) +10 feet (3 m) per level of experience.

2. Null void: Unlike the Nega-Psychic, the Psi-Nullifier is not closed to the world around him, but he is closed to other psychics and location and sensing magic. Thus, fellow psychics cannot sense his presence, see his aura, sense psionics in him, sense his P.P.E., or remotely view him. They can pick up unshielded emotions and surface thoughts via Empathy and Telepathy, but that can be prevented via Mind Block.

Likewise, magic that senses anything about a person, dominates or controls a person (calling, dominations, etc.) are powerless against the Psi-Nullifier; he's impervious to them.

3. Other psionic powers: The Psi-Nullifier starts with the following psychic abilities: Mind Block, Mind Block Auto-Defense, Psychic **Omni-Sight**, Sixth Sense, Alter Aura, Psychic Purification, and two additional powers of choice from the Sensitive or Healer categories.

Each subsequent level, one additional psionic ability can be selected from the Healer or Physical categories, and at levels 2, 4, 5, 6, 8, 10, 12 and 15, the character can select one Super Psionic power; Mind Bleeder powers are not available.

4. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

5. **I.S.P.:** Roll 3D6x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 2D4+2 **I.S.P.** per each level of experience.

I.S.P. is regained at the unnatural rate of four per hour of activity, or 20 per hour of meditation or sleep.

6. **P.P.E.:** The Psi-Nullifier has more P.P.E. than most other psychics. The P.P.E. base is equal to the P.E. attribute number +4D6.

7. R.C.C. Bonuses. The Psi-Nullifier is impervious to the bite and mind control powers of vampires, impervious to the Mind Bleeder powers and all forms of possession, as well as being +3 to save vs mind control drugs and magic and +1 to save vs Horror Factor at levels 1, 3, 4, 6, 9, 12, and 15.

+1 on initiative, +1 to dodge, +1 to pull punch, and +1 to roll with impact or fall.

Psi-Nullifier R.C.C.

Alignment: Any, but tend to lean toward selfish and good.

Attribute Requirements: None, although high I.Q., M.E., and P.S. attributes are helpful.

Race Restrictions: Humans (70%) and **Psi-Stalkers** (30%).

R.C.C. Skills:

Languages: Two of choice (+15%)

Radio: Basic (+10%)

Lore: Demons & Monsters (+20%)

Lore: One of choice (+10%)

Climbing (+5%)

Running

Physical Skills: Two of choice

Pilot: Two of choice (+10%)

Rogue Skills: Two of choice (+10%)

W.P. Blunt

W.P. Energy Rifle

W.P. One of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand:

Martial Arts (or assassin if an evil alignment) at a cost of one

R.C.C. Related skill selection.

R.C.C. Related Skills: Select seven other skills at first level, plus two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5% if human)

Domestic: Any (+5%)

Electrical: Basic electronics only.

Espionage: Intelligence, Detect Ambush, Disguise, Escape Artist, Tracking and Wilderness Survival only (+5%).

Mechanical: Basic and Automotive Mechanics only.

Medical: First aid only.

Military: None, unless trained by the CS Military. In that case, any (+10%).

Physical: Any, except Acrobatics.

Pilot: Any (+10%)

Pilot Related: Any (+5%)

Rogue: Any, except Computer Hacking and Ventriloquism.

Science: Mathematics only

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+5% if a **Psi-Stalker**)

Secondary Skills: The character also gets to select four secondary skills from the previous list, plus two at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment for CS Operatives: CS soldiers get Coalition "Dead Boy" body armor, CS energy rifle and energy **sidearm** of choice, 4 extra **E-clips** for each, survival knife, two **vibro-blades**, neural mace, four grenades, an additional non-energy weapon of choice, plus a large flashlight, 1D4 pairs of handcuffs, three signal flares, an air filter and gas mask, distancing binoculars, tinted goggles, utility belt, walkie-talkie, dress uniform, combat boots and canteen.

CS equipment available upon assignment: Any weapon types, extra ammunition, conventional military vehicles, hovercraft, tank or APC, and food rations for weeks. Vehicle and equipment repair. Training and counselling services are also provided free of charge by **Psi-Battalion**. **Note:** All weapons and equipment are given out on an as needed basis, with the commanding officer deciding whether or not the item(s) is really necessary or not. Due to the psionic powers of the individual, the officer is not likely to assign heavy weapons or vehicles except for missions involving extreme danger or extremely important CS objectives. If the officer doesn't like the **character(s)**, the availability of items will be even more extremely limited.

Equipment for Independent Psi-Nullifiers: Light to medium M.D. armor, black jumpsuit for night operations, a flashlight, an air filter and gas mask, language translator, distancing binoculars, laser **distancer**, tinted goggles, utility belt, backpack,

1D4 medium-sized sacks, silver cross, 3-6 wooden stakes and a mallet, walkie-talkie, boots and canteen.

Weapons: Blunt weapon of choice, Neuro-Mace or Electro-Stunner (see *Rifts@ Lone Star*), energy rifle of choice with four extra ammo clips, a **Vibro-Blade** of choice, and survival knife.

Vehicle: Starts with a good quality horse or a battered hover cycle (reduce M.D.C. by 2D6 percent).

Money: CS Troops: **Psi-Nullifiers** who are **Psi-Stalkers** get 30% more than ordinary Psi-Stalkers, humans get the same pay as ISS operatives.

Psi-Nullifiers who are not associated with the CS and are mercenaries or adventurers, start with **2D6x1000** in credit and Black Market items worth **2D4x100** credits. Psi-Nullifiers usually have no difficulty finding work exterminating monsters, supernatural menaces and evil psychics and magic practitioners. Harrowing work, but the money is usually good to excellent.

Cybernetics: Starts with none. Tends to avoid implants in favor of natural powers. Will use cybernetics only for medical reasons.



Psi-Slayer R.C.C.

For two straight days and nights, the Beaumont brothers had been on the run, and it showed. Fatigue was written all over their faces. Even the younger brother, Bud, whose JAPE bio-comp system kept up a steady flow of synthetic adrenaline, showed signs of exhaustion. The two brothers lay sprawled on

rocky ground, puffing heavily from the exertion of having climbed a one-hundred-foot cliff face. They'd marched through fifty miles (80 km) of the roughest terrain in all of Free Quebec. Claude had exhausted every trick of counter-tracking he knew, and still they had not lost their pursuer.

"Do you tink we 'ave lost 'im Claude?" asked Bud in a stage whisper from his perch atop a small boulder. There was no answer. Claude silently studied the valley through infrared binoculars for several minutes before finally answering.

"I tink we cannot outrun dis ting. We wait 'erean when it arrives, we attack. Okay wit you, Bud?"

"Is that okay?"

There was no answer. Claude turned to see Bud clutching his head. Gasping in pain, the big Juicer fell to one knee. Dropping his laser rifle and IR binocs, Claude rushed to his brother. "MonDieu! What is wrong, Bud!? Are you OK?"

With all the speed of his heightened reflexes, Bud suddenly leaped to his feet. In a move too fast to dodge, the muscle-bound Juicer grabbed Claude around the neck and picked him off the ground!

A smile spread across Bud's broad face.

"Johnny Timmins sends his regards," he said in a voice not his own.

"He says to wait for him in hell, Claude!" With that, Bud's other hand plunged a **Vibro-Knife** into the soft crease of his brother's **Plastic Man** body armor — he could have strangled him or snapped his neck, but why take chances? Bud and Claude had given him too much trouble as it was.

Claude's dead body dropped to the ground as Bud bellowed in horror, tears streaming from his eyes. There had always been a certain amount of bad blood between them, but they had patched things up in the last two years. They were friends now ... weren't they? How could he have let this happen? How!?

Jean "the Rattler" Raneau staggered out from behind the rocks where Bud had been sitting, still a bit woozy from having *Mentally Possessed* the Juicer and been thrown out at the moment of murder. The sudden return of Jean's psychic essence to his own body left the assassin's head ringing.

"Don't feel too badly ... Buddy Boy. You gave me a fight. In fact, you kicked me right outta your head when I ... I mean ... you were going to stab him. Unfortunately, all that Juicer speed and reflexes and all, I had him gutted before you could stop yourself."

The **Rattler** knew Bud would be hurling that **Vibro-Blade**, but it struck and bounced off his **Psychic Body Field** before he knew what hit him. A split second later, Bud was pulling his ion pistol and a plasma rifle, one in each hand. The assassin threw **Bio-Manipulation** blind, followed by **stun**, and the Juicer still winged him with a plasma blast — punched through the **Body Field** and charred the armor on his right shoulder. Thankfully, the other shots missed. Bud was obviously blinded by the one attack, and must have shrugged off the mental **stun**. If not, he didn't show it.

Somehow the **Rattler** was always surprised by just how tough Juicers always were ... and how these walking deadmen never wanted to give up the ghost and die without a battle.

After dodging some more wild blasts, the **Rattler** finally put the Juicer down with a well placed shot from his laser rifle.

"Pure genius," the **Rattler** thought to himself as he picked Claude's and Bud's bodies clean of valuables. The Juicer would have been harder to kill if he hadn't been emotionally torn up by the murder of his brother by his own hands. That made him much easier to "take down." The murderous vulture stuffed his bag with the dead men's possessions and smiled to himself. "A

good haul," he thought, "this loot" would get him another 15-20,000 credits back at the **Old Bones** where his paycheck was waiting. "Yep, bounty hunting could be very lucrative at times. And the **CS spies** always paid so promptly."

— A moment in the life of the Jean Raneau, **Psi-Slayer**

Psi-Slayers, also known as **Psi-Killers** and **Psi-Assassins**, are human master psychics who use their incredible psychic abilities to make a living as spies, bounty hunters and assassins. Most are recruited at an early age and trained in the arts of hunting **humanoids** and murder by elite and secret **Psi-Slayer** guilds. These assassins' guilds help to shape the untrained and still malleable psychic's mind into a killing machine. Thus, instead of becoming a **Mind Melter**, the young psychic becomes a **Psi-Slayer**, whose focus and orientation is hunting and killing **humanoid** prey. To this end, these psychic assassins are incredibly skilled and among the best in the world, arguably second only to the **Sunaj Assassins**, although most **Psi-Slayers** would kill the man who would be so bold as to suggest it. These characters have more in common with supernatural predators than with fellow human psychics. They are taught to love the hunt and enjoy killing to the point that it becomes their sole purpose in life. The Guild Leaders claim their **Psi-Slayers** are the **ultimate** evolution of the human predator: instinctual, fearless, shark-like killing machines whose nature demands they hunt and kill with the same ruthless determination as any supernatural monster from beyond the **Rifts**. Best of all, they specialize in killing other psychics, even **Mind Melters** and **psionic demons**.

Most civilized folks see **Psi-Slayers** as inherently evil monsters who kill for sheer pleasure. It is true that these psychics thoroughly enjoy killing sentient life forms (the more challenging the better), and most are indeed self-serving or evil. However, not all are murderous monsters. Some fight on the side of good and serve as lawmen, heroes and military leaders. Sadly, these warriors are in the minority and their heroics are greatly overshadowed by their evil counterparts. Furthermore, it is no secret that even good **Psi-Slayers** must fight the urge to hunt and **kill**, especially when provoked or a situation screams for vengeance.

It is said that "vengeance" is the middle name of every **Psi-Slayer**, good, selfish, or evil. That no **Psi-Slayer** can resist the cry for vengeance, and some have gone so far as to claim they are the wrath of god ... or the devil, whichever the case may be. It is said that only death can stay the vengeful hand of a **Psi-Slayer**. When a **Psi-Slayer** gives vent to his terrible wrath the outcome always ends in bloodshed; if not his own, those of everybody who gets in his way. Even when a **Psi-Slayer** is killed before he can extract his revenge, he will take several people to the grave with him. Many are tales of one or two **Psi-Slayers** taking on an entire town or criminal cartel. Or of a **Psi-Slayer** and a small group of adventurers/friends taking on incredible odds and often living to tell the tale. Even when these heroes fight for a good cause, they are frightening to behold in their grim resolve and relentless pursuit — **cold**, merciless, and devastating.

Similar to the **Psi-Stalker**, these psychics do not need to consume normal food but feed on the *potential psychic energy (P.P.E.)* of their victims. Although the **Psi-Slayer** gets a little bit of nourishment from real food and water. Although they can

drain a portion of the P.P.E. from their prey, leaving them alive, like the **Psi-Stalker**, most **Psi-Slayers** get such a gruesome thrill from killing and gorging themselves on the glut of P.P.E. at the moment of death, that they prefer to kill their opponents. Besides, a dead man is just one less enemy to worry about.

The **Psi-Slayer** is a very dangerous individual. Not only does he possess ruthless predatory instincts and potent psionic abilities, the character also has the intelligence, creativity and resourcefulness of the human mind. This deadly amalgamation places them among the ranks of **Archmages** (high level sorcerers), **Mind Melters**, **Juicers**, **Borgs**, and **Gunslingers** as the most dangerous humans alive. Humans who do not have to rely on high-technology and gadgets to hunt and kill, but their own inner strength and mental powers. Thankfully, **Psi-Slayers** are relatively rare, about one third the number of **Mind Melters**.

The majority of **Psi-Slayers** are “**uncivilized**,” meaning that they reject a settled life in the big cities and prefer to live a life of adventure, typically as a drifter in wilderness areas. They are especially numerous in the Magic Zone, in and around Tolkeen, Free Quebec, the Great Lakes and Pecos Empire. Many (about 20%) are also attracted to the New West. **Psi-Slayers** tend to gravitate to places where **Juicers**, **gunmen**, **enforcers** and **assassins** can find opportunities, employment and challenges. They often associate with other psychics, mercenaries, **‘Borgs**, **Juicers**, **Crazies**, **Brodkil**, **rogue Dog Boys**, **Psi-Stalkers** and **Simvan**; the last three being among their favorite associates. They see **Gunslingers**, **Psi-Slingers**, **Mind Bleeders**, **Sunaj Assassins**, **True Atlanteans**, **Indian Spirit Warriors**, **Indian Mystic Warriors**, **Cyber-Knights**, **Crazies** and **Juicers** as fun competition but potentially dangerous rivals and adversaries. *Practitioners of magic* and *dragon hatchlings* are considered powerhouses, but most are soft and vulnerable if one knows how to handle them. *Nega-Psychics and Nullifiers* just require some physical manhandling; the same is true of most **Indian Shamans**. **Psi-Ghosts** are respected for their stealth and cunning, but generally regarded as **sisified** city slickers and sneaks who **can’t** last in a sustained fight. *Most lesser demons* and sub-demons are predictable, straightforward combatants, easy to trick and confuse, while greater demons are more of a challenge, along the same lines as a **Juicer**, but should still be “a victim waiting to happen.” *Xiticix* are just big bugs who are easiest to pick off one at a time; divide and conquer. *Most others* aren't worth worrying about. It is said the only beings the **Psi-Slayer** truly respects (and fears) are experienced **True Atlantean Tattooed Men**, **Mind Melters**, **Temporal Raiders**, and **shapechangers**, including **Changelings** and **adult dragons** — they absolutely loathe **shapechangers**.

The 'Burbs and wild towns that cater to **Juicers**, **gunfighters** and mercenaries also appeal to **Psi-Slayers**, mainly because they offer challenges, fun and opportunities. Yet even these characters are not likely to set down any permanent roots, and will eventually move on to the next rough and tumble town. It may take weeks, months or years, but sooner or later the **Psi-Slayer** gets restless and moves on. Most **Psi-Slayers**, even those operating in cities or who hire themselves out as spies and **Special Forces**, usually avoid attachments to people and places and don't get involved in politics, religion or high ideals.

As consummate professionals, they do not rely exclusively on their psychic abilities. Most are trained in the arts of physical combat and use a combination of ancient melee weapons, mod-

em weapons, magic and **Techno-Wizard** devices. Ultimately, they use whatever will get the job done. As psychic mercenaries with a need for action and blood, they will often take low paying jobs for an opportunity to hunt and kill with the sanction of the local authorities, for the challenge, to settle an old score, just for the fun of it, or just to keep busy.

Special Psionic Powers Exclusive to the Psi-Slayer

The powers of the **Psi-Slayer** vary tremendously from individual to individual, unlike the **Psi-Stalker** and **Burster** whose abilities follow a more standard format. As a result, the **Psi-Slayer** character is allowed to select any two of the following unique psychic powers:

Sleepwalk

Range: 20 feet (6 m); line of sight.

Duration: Lasts for five minutes per level of the psychic, or until having walked up to 1000 feet (305 m). If comfortable, the sleeper will continue a normal sleep until awakened.

I.S.P. Cost: 6

Saving Throw: -3 penalty to save on potential victims who are asleep or tired and sleepy to begin with.

The assassin is able to place one character per level of the psychic's experience (within 20 **feet/6 m**) into a light trance. To fall victim to this power, the individual must be asleep or very **tired/ready** for sleep and fail to make a saving throw (at -3) vs psionic attack. This psionic power can be used differently on each person and has two possible effects:

1. The entranced individual is placed into a deep slumber and can be led to a place where he can lay or sit down and sleep. While in this **state**, it will take a very loud noise or physical jostling to be awakened. A normal volume conversation next to his bed, footsteps, a bump or light touch (i.e. slowly and gently going through his pockets) will not wake this character. The slumbering individual will remember nothing said and not remember seeing anybody suspicious, even if he had caught a glimpse of somebody in shadows or heard a noise just before being **psionically** entranced.

2. **Sleepwalk**. Virtually the same as above, except the entranced character can be verbally coaxed out of bed, to **his/her** feet, and slowly led to someplace else! Once the destination has been reached, the sleeping person can be given something to hold (like a bloody knife or smoking gun) and left standing there or allowed to lay down in some other place (cozy or not). The sleepwalker won't remember anything about what happened while entranced or how he got to where he wakes up. If left standing or in an uncomfortable place (cold, wet, etc.), the sleepwalker will wake up in 2D6 minutes. If the place is warm and comfortable, and the character is allowed to sit or lay down, he won't awake until his normal rising time or until awakened by sound or being shaken.

Since the nature of this psionic attack is to soothe and make the victim rest soundly, the **Psi-Slayer** cannot have any intention to do him bodily harm or the psionic power will not work and the potential victim is startled awake by a nightmare of somebody attacking him from the shadows.

Sleepwalking is a favorite power to cause mischief, confusion or to frame an innocent person for the **Psi-Slayer's** crime.



Locate & Track Mark

Limitation: Can only be used on a single individual at a time.

Range: 3 miles (4.8 km) plus one mile (1.6 km) per level of experience.

Duration: Special; lasts for as long as the mark is within tracking range, but the link with the "mark" is broken if he should get out and stay out of range for more than 30 minutes.

I.S.P. Cost: 6

Saving Throw: -2 penalty to save.

The ability to psionically track the target character of the assassination (called the "mark") via a special telepathic link. Such a link can only be formed if the **Psi-Slayer** has a piece of his "mark's" hair, nail clipping, smudge of blood, piece of skin or a recently worn article of clothing (worn in the last four hours). By handling one of the above items, the Psi-Slayer is able to forge a link with the "mark" whereby he is able to sense the direction and approximate distance to within 20 feet (6 m), provided his target is within a radius of three miles (4.8 km) plus one mile (1.6 km) per level of experience. Likewise, the Psi-Slayer can tell if his "mark" is travelling quickly (i.e. in a vehicle, making a run for it) and can take appropriate action to pursue. So long as the "mark" stays within range, the psychic can track him.

No amount of counter-tracking can prevent this, nor can a Mind Block. The only way to throw the Psi-Slayer off the trail is to get out of tracking range or to **kill/subdue** him (which is difficult).

Telekinetic Air Walk

Range: Self

Duration: 10 minutes per level of the psychic.

I.S.P. Cost: 4

Saving Throw: Not applicable.

Using a form of telekinesis, the Psi-Slayer is able to levitate himself off the ground and move as if walking on thin air! When this power is activated, the psychic can rise up to **10 feet (3 m)** per level of experience and walk — move side to side — at a speed one third his normal speed attribute. The character is able to support his own weight plus 15 pounds (6.8 kg) per level of experience. Telekinetic walk is useful for moving between buildings (from rooftop to rooftop, over a ravine, **etc.**), gaining access to windows and balconies, and moving silently over noisy ground like dry leaves, crisp snow, or creaky floorboards, as well as for avoiding land mines, trip wires and pressure sensors. **Note:** TK Air Walking adds a bonus of **+10%** to the skills prowl, camouflage, climb, acrobatics and escape artistry.

Psi-Dagger

Range: Self

Duration: Five minutes per level of the psychic.

Damage: 1D4 M.D. at first level, plus an additional 1D4 M.D. is gained at levels four, eight and twelve.

I.S.P.: 8

Saving Throw: Not Applicable.

A small version of the Psi-Sword that inflicts considerably less damage but is effective for assassinations. This is especially true inside modern mega-cities where mega-damage weapons

are outlawed and few individuals wear M.D.C. body armor. The main advantage of it over a Psi-Sword is its low I.S.P. cost to create, and its small size makes it fairly easy to conceal.

Special R.C.C. Abilities of the Psi-Slayer

1. P.P.E. Vampire: Like the **Psi-Stalker**, the Psi-Slayer is a P.P.E. vampire who must feed on *potential psychic energy* to live. The character requires a minimum of 50 P.P.E. a week to survive, but 90 to 120 points is preferable. To feed without killing, the psychic must hunt down a victim, physically capture the prey, and make him or her believe they are about to be killed. At that moment of terror, the Psi-Slayer can psionically drain all of that person's available P.P.E. points. Some **Psi-Slayers** use threats accompanied by torture or beatings or strangulation, make their victim believe death is imminent, so he can "steal" the P.P.E. Such stolen P.P.E. is limited to the amount contained by that individual, and not a smidgen more.

Many Psi-Slayers prefer to absorb P.P.E. from a creature at the moment of death because the victim's P.P.E. is *doubled* for a brief instant when they die. To absorb the energy of his kill, the Psi-Slayer must be no further than 300 **yards/meters** away; another excuse for close combat. Once the victim is slain, the Psi-Slayer absorbs all of the doubled P.P.E. energy in a matter of 4-5 seconds.

Psi-Slayers are not as limited in their selection of prey and can drain P.P.E. from any being who has it. Practitioners of magic, faerie folk, dragon hatchlings, other creatures of magic (unicorn, sphinx, etc.), certain D-bees, and supernatural creatures tend to be "preferred targets" because they have large amounts of P.P.E. Note: The Psi-Slayer cannot absorb ambient magical energy from ley lines or magic spell, nor from magical devices, **P.P.E.-clips** or magical talismans. Their nature is such that they will not "take" P.P.E. that is freely given to them and they cannot take P.P.E. from people while they are asleep or otherwise incapacitated, unless the Psi-Slayer was the one to incapacitate them.

No need for normal food or water! As a P.P.E. vampire, the Psi-Slayer has little need to consume solid food or water, although most enjoy the taste of foods and drinks and do gain some nourishment from them (would have to eat **8-10** times as much food a week as an ordinary human to get the rough equivalent of 50 **P.P.E.**). The psychic does not require more than one pound (0.45 kg) of meat and eight ounces of water a week to remain healthy and strong. Furthermore, the character can go completely without solid food or water for up to three weeks, if necessary, without the slightest ill effect. However, being deprived of the proper P.P.E. energy (50 minimum) will inflict physical damage and the character will die of starvation within three weeks. The Psi-Slayer needs to consume a minimum of 50 P.P.E. per week to function without fatigue, weakness or penalty, and even that paltry amount leaves him hungry. For every week with less than 50 **P.P.E.**, the psychic suffers 6D6 points of damage to both hit points and S.D.C., down to a minimum of two points each, and reduce **all** bonuses and attacks per melee by half. After three weeks of P.P.E. starvation, the character will be so weak that unless P.P.E. becomes available, he will die within **1D6** days.

2. Other Psionic Powers: *At first level* the character automatically gains the powers of Psychic Body Field (Super), Detect Psionics, Sense Magic, Sixth Sense, Intuitive Combat, Mask I.S.P. & Psionics, and Mind Block, plus selects two additional powers from *each* of the four psionic categories of Healing, Sensitive, Physical, and Mind Bleeder — the Psi-Slayer is one of the few psychics other than the Mind Bleeder who can make a few selections from the Mind Bleeder power category.

At second level, no additional **psi-powers** are gained, but the Psi-Slayer can select one of the following bonuses:

- +1D4 to M.E. attribute
- +1D4+1 to M.A. attribute
- +3 to initiative
- +1 extra **attack/action** per melee round.
- +2D6+2 added to permanent I.S.P. reserve.

At third level the psychic can select a total of two powers from the Sensitive, Physical **and/or** Healing categories, and one from either the Super-Psionic or Mind Bleeder categories.

At fourth level and each subsequent level of experience, the Psi-Slayer can select a total of two powers from any of the categories of Healing, Sensitive, or Physical, *or* one from the Super-Psionic category.

3. I.S.P.: The Psi-Slayer is a master psionic with 2D4x10 I.S.P. plus the M.E. attribute number. Add an additional 10 I.S.P. per level of experience.

4. P.P.E. Base: 2D6+4; even the Psi-Slayer has a personal reserve of Potential Psychic Energy (**P.P.E.**).

5. Other R.C.C. Bonuses: +1D6+12 S.D.C., +1 to P.E., +1 to roll with punch, +1D6 to pull punch, +4 to save vs horror factor, +2 to save vs mind control drugs, +2 to save vs possession, and +1 on initiative at levels 1, 3, 5, 7, 9, 11 and 13.

Psi-Slayer Psychic R.C.C.

Player Note: Not all Psi-Slayers are heartless, mad-dog killers, or bounty hunters. Some are mercenaries, others sincere lawmen and adventurers. In any case, a Psi-Slayer is likely to find a small group of adventurers (whether heroes or wanderers, mercenaries or bandits) attractive. A small, mobile group is exactly the type of operation a Psi-Slayer likes to hook up with. Unless the player character is trying to be a hero, the Psi-Slayer probably won't care much about the when, where, or why of the group's decisions, or their motivation; all this psychic wants is action. Most will like attention and crave fame and glory as much or more than wealth and security. Of course, such quick to action tough guys are likely to get the group in trouble on a regular basis. Remember, they like physical and mental challenges of all kinds, and rarely stand down. These characters won't have any problem living in cities (just a another jungle of sorts) or using high technology, provided they have ample opportunities to hunt, fight and kill.

Alignment: Any, although most tend to be anarchist (25%), miscreant (25%), or diabolic (20%) alignments.

Race Restrictions: Humans only.

Attribute Requirements: M.E. and P.P. of 12 or higher; other high physical attributes and a good I.Q. are helpful but are not required.

R.C.C. Skills:

- Spoken Languages: Choose Two (+15%)
Basic Math (+10%)
Radio: Basic (+10%)
Intelligence (+6%)
Interrogation (+15%)
Disguise (+10%)
Escape Artist (+10%)
Streetwise (+8%)
Pilot: Two of choice (+10%)
Tracking (+15%)
Sniper
General Athletics
Climbing (+10%)
Prowl (+10%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P. One of Choice
Hand to Hand: Martial Arts (or Assassin, if evil)
- P.C.C. Related Skills: Select **five** other skills at level one, plus select two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.
- Communications: Any (+5%)
Domestic: Any
Electrical: Basic only
Espionage: Any (+10%)
Mechanical: Basic and Automotive only
Medical: First aid only.
Military: None, unless the character was trained by a military organization like the CS **Psi-Battalion** (in that case, any +5%).
Physical: Any
Pilot: Any (+5%)
Pilot Related: Any
Rogue: Any (+5%)
Science: Advanced Math only (+5%)
Technical: Any (+5%)
Weapon Proficiencies: Any
Wilderness: Any
- Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.
- Standard Equipment: A suit of personalized, light mega-damage body armor, black jump suit, a set of camouflage clothing, as well as military fatigues and dress uniform (only if part of an organized service). Also a gas **mask**, tinted goggles, **IR** distancing binoculars, language translator, robot medical kit and **IRMSS**, 300 **ft/91.5 m** of durable rope, climbing & rappelling gear (harness, pitons, etc.), walkie-talkie with secure capability, **1D4+1** sets of fake identification, knapsack, backpack, canteen, and some personal items.
- Weapons: **1D4** conventional knives, conventional S.D.C. handgun, energy pistol and rifle of choice with four extra ammo clips for each (rifle is typically a sniper rifle; can include CS, **Triax**, **NE** or even **TW** models), two **vibro-blades** of choice, and survival knife.
- Vehicle: None to start.

Money: 4D6x1000 in credits and Black Market items worth **2D6x1000** credits. The services of the **Psi-Slayer** are in high demand as these psychics rarely fail to carry out a contract. As a result, even rookies earn very high wages (easily 2-3 times as much as a mercenary, spy or assassin).

Cybernetics: Avoid implants in favor of natural powers; will only consider bionic prosthetics and organs if absolutely necessary, and then bio-systems will be preferred.

Psi-Tech R.C.C.

Psi-Techs are psychics with an innate understanding of technology and an ability to operate, repair and build all kinds of machines, electronics and gadgets. They are essentially Operators with the added benefit of Master Psionic powers. This character can build a radio from a toaster, rebuild a vehicle from mismatched parts, and hack into sophisticated computer networks (even military ones) undetected (via Machine Ghost). However, unlike your prototypical electronics whiz-kid or computer geek, the Psi-Tech is able to mentally interface with machines and devices using his psionic powers.

The ability to interface or "communicate" psionically with machines and devices affords the Psi-Tech a mastery over technology unequalled by any nonpsychic human. This is because he can "see" with his mind's eye the inner workings of any device and "sense" where the problem may be, where the regular mechanic and Operator has to disassemble the same device **and/or** use a diagnostic computer or a series of tests to locate what is wrong or damaged. Additionally, the Psi-Tech instinctively knows exactly how to fix the problem with uncanny precision and speed. Moreover the Psi-Tech is able to figure out how to piece together a working machine in a flash of psychic insight just by looking at parts and components.

In addition, the Psi-Tech can easily figure out how to use **Techno-Wizard** devices, as well as how to operate and repair alien machines. This makes them coveted employees, freelancers and advisors to industry, heads of science and the criminal underworld. It is rumored that even Chi-Town enlists the aid of Psi-Techs in their continuing research and recovery of lost **Pre-Rifts** technology, as well as the secret integration of alien technology.

This highly specialized psychic has abilities that are predominantly dedicated to the study, repair, building and the use of machines. **Total Recall** enables them to call forth an exact schematic or a recollection of work on a similar device; **Machine Ghost** enables them to commune with computers, and all the various **Telemechanics** powers make the psychics virtually one with the machines they work on. However, there is a downside to this savant-like affinity with machines, most Psi-Techs are lousy with people. They tend to be quiet and shy. Many are uncomfortable around "normal" people, especially women, and most lack social skills. These mechanical whiz kids are often easily intimidated by those who are outspoken, confident and physically or magically strong. They tend to underestimate themselves in everything except their mechanical aptitude, and the most insecure will shun contact with the outside world, preferring to associate with other Psi-Techs, robots and machines. A handful develop reckless and sometimes vengeful, cruel and



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murderous alter egos. This repressed personality comes out when the psychic is in control of a powerful machine or piloting power armor or a robot vehicle. Fortunately, such power mad and vindictive "nut cases" are a rarity.

Special Psi-Tech Abilities

1. Telemechanics: The Psi-Tech's inborn expertise with all things technological comes from an enhanced form of the super psionic ability *Telemechanics*. In most respects, it is identical to the standard power described on page 127 of the *Rifts*® RPG. Where it differs is that this ability is a constant one that requires no expenditure of I.S.P. on the part of the Psi-Tech. In addition, the duration is doubled. The level of skill expertise is equal to 85% plus 1% per level of experience.

2. Machine & Electrical Diagnosis. The Psi-Tech can sense the cause of a malfunction, pinpoint the problem or damage, and know what needs to be done to fix it (still needs to use/roll for specific skills or psi-powers) — a more specific and specialized form of Object Read.

Range: Touch.

Duration: Two minutes per level of experience.

I.S.P. Cost: 6

3. Soup-Up Machines: The Psi-Tech has a knack for getting the most out of a machine, including vehicles. They can increase the speed, fuel efficiency/range (when applicable), and M.D.C. of vehicles and bots by 10%, and the speed and performance of computers by 15%. They can even tweak weapon systems to increase the effective firing range by 10%, and can jury-rig parts

together in an emergency three times faster than what's normal. They perform all mechanical and computer skills about two times faster than normal.

4. Mental link to Robots, Power Armor & Vehicles. In addition to the Machine Ghost and Telemechanic powers, the Psi-Tech can make and maintain mental contact with machines designed to be piloted. In this capacity, the Psi-Tech maintains his own individuality and awareness, but partially becomes the machine as well. This union of man and machine provides the following bonuses beyond the usual robot or vehicle piloting skills the character may have. All apply only when piloting power armor, a giant robot, or a vehicle (hover cycle, car, airplane, 'bot vehicle, etc.).

+1 attack/action per melee round.

+1 on initiative with the machine.

+2 to pull punch of the machine.

Run or fly 10% faster.

Leap 10% higher and farther.

+10% to piloting skill for that machine/special maneuvers.

5. Other R.C.C. Psionic Powers: The character also starts with the psionic abilities of Telemechanic Mental Operation, Telemechanic Paralysis, Telemechanic Possession, Machine Ghost, Object Read, Speed Reading and Total Recall, plus two Sensitive powers of choice.

At each subsequent level, the character gets to select one new power from any of the Physical or Sensitive categories.

The character also gets to select one Super-Psionic ability at levels 2, 4, 8, and 12.

6. I.S.P.: 3D4x10 I.S.P. plus the M.E. attribute number. Add an additional 10 I.S.P. per level of experience.

7. P.P.E. Base: 1D6+2

8. Other R.C.C. Bonuses: +5 to save vs Horror Factor when robots or machines are involved, +1 to save vs possession, and +2 on initiative when competing with or against machines and bots.

Psi-Tech Psychic R.C.C.

Alignment: Any

Attribute Requirements: I.Q. 10. High M.E. and P.P. attributes are **helpful** but not required.

Race Restrictions: Most common among humans (80%), Elves (6%), Ogres (6%) and 8% others. Both males and females can become Psi-Techs.

R.C.C. Skills:

Language: Two of choice (+20%)

Literacy: American and one of choice (+10%)

Basic Math (+20%)

Radio: Basic (+15%)

Computer Operation (+20%)

Computer Repair (+10%)

Computer Programming (+10%)

Basic Electronics (+20%)

Basic Mechanics (+20%)

Mechanical: Two skills of choice (+10%)

Pilot: Three of choice (+10%)

Read Sensory Equipment (+10%)

W.P. Blunt

Hand to Hand combat must be selected as an R.C.C. Related skill. Hand to Hand: Basic costs one skill selection, Expert counts as two, and Martial Arts counts as three.

R.C.C. Related Skills: Select **five** other skills. Plus select two additional skills at levels 2, 4, 7, 10, and 13. All new skills start at level one proficiency.

Communications: Any (+10%)

Cowboy: None

Domestic: None

Electrical: Any (+10%)

Espionage: None

Mechanical: Any (+10%)

Medical: None

Military: Any involving machines, building & demolitions (+5%)

Physical: Any, except Acrobatics, Wrestling or Boxing.

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Computer Hacking only (+15%)

Science: Chemistry and Math only (+10%)

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: None

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two at levels 2, 4, 6, 9, 12, and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Work coveralls with multiple pockets, several sets of utility-type clothes, durable steel-toed work-boots and a suit of light M.D.C. body armor that has been modified with one special feature of the player's choice.

Also has an extensive tool kit, smaller portable tool kit, soldering iron, Wilk's laser scalpel, 1D4 rolls of duct tape, 1D4 rolls of electrical tape, pocket laser distancer, measuring tape, magnifying glass, multi-optics band, tinted goggles, sunglasses, pen **flashlight**, large **flashlight**, a half dozen flares, 200 feet (61 m) of lightweight rope, a couple knives, PDD recorder/player, hand-held computer, notebook, mechanical pencil, backpack, reinforced padded briefcase (10 M.D.C.) for fragile equipment **and/or** components, 1D4 large sacks, and various other personal items and basic tools of the trade. Normally a Psi-Tech has an additional 4D6 spare gadgets, parts and components (circuit boards, electric motors, vehicle drive train, robot arm, etc.) kicking around to build, repair or modify equipment.

Weapons for the Psi-Tech character include a large wrench, a hammer, **Vibro-Knife**, survival knife, and an energy pistol of choice with four additional **E-clips**.

Vehicle: A souped-up hover cycle or Land Rover with 10% more M.D.C. and which can go 10% faster.

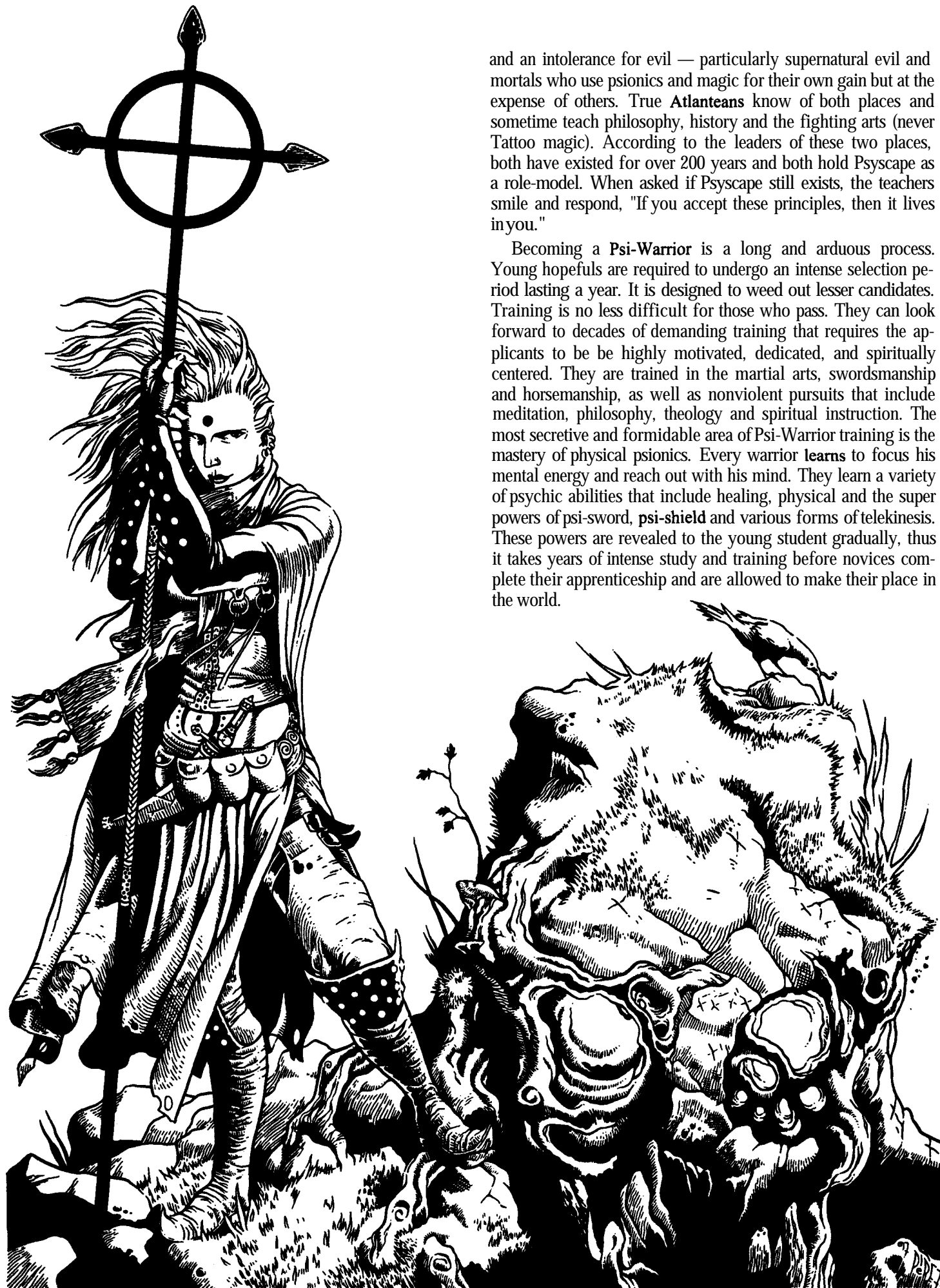
Money: 4D6x100 in Universal Credits, plus 4D4x1000 credits worth of tools, spare parts and components.

Cybernetics: Starts with none and will avoid getting cybernetics except for medical reasons. Although they think cybernetic implants and bionics are great for "other" people, they interfere with psionic powers, and besides, the Psi-Tech can meld with machines whenever they want to.

Psi-Warrior R.C.C.

According to legend, the **Psi-Warrior** was originally devised by the leaders at Psyscape. It is said they created a rigorous training program that turned "reactive" psychics (those who could create physical manifestations as opposed to passive, sensitive or intuitive powers) into amazing fighters. Psyscape legends recount numerous battles in which the champions of that great kingdom struggled against invading hordes of supernatural monsters. They also tell of psychic warriors who travelled the land like **Cyber-Knights** in a crusade to protect the weak and innocent from sinister magic and dark forces. The legends recount how the Psyscape heroes stood as **humanity**'s frontline defense against unspeakable evil, as well as fellow humans who used their psionic or magic powers to enslave or hurt others.

Many believe the **Psi-Warriors** are a surviving part of Psyscape's legacy, although like so much else surrounding Psyscape, there is no evidence to prove it. What is known about the **Psi-Warriors** is that they are volunteers trained either at the village of **Potomkane**, near the **pre-Rifts** ruins of a place called **Kettering**, Ohio, or a monastery-like community of seers located in a pocket dimension (or Astral Realm, nobody knows for certain) that resembles Medieval China, a place called **Xanatoa**. Both locales teach a nearly identical mastery of mind and body, with a focus on turning both into a weapon to fight evil. Both teach the same ideals, both teach respect and tolerance for life,



and an intolerance for evil — particularly supernatural evil and mortals who use psionics and magic for their own gain but at the expense of others. True **Atlanteans** know of both places and sometime teach philosophy, history and the fighting arts (never Tattoo magic). According to the leaders of these two places, both have existed for over 200 years and both hold Pyscape as a role-model. When asked if Pyscape still exists, the teachers smile and respond, "If you accept these principles, then it lives in you."

Becoming a **Psi-Warrior** is a long and arduous process. Young hopefuls are required to undergo an intense selection period lasting a year. It is designed to weed out lesser candidates. Training is no less difficult for those who pass. They can look forward to decades of demanding training that requires the applicants to be highly motivated, dedicated, and spiritually centered. They are trained in the martial arts, swordsmanship and horsemanship, as well as nonviolent pursuits that include meditation, philosophy, theology and spiritual instruction. The most secretive and formidable area of Psi-Warrior training is the mastery of physical psionics. Every warrior **learns** to focus his mental energy and reach out with his mind. They learn a variety of psychic abilities that include healing, physical and the super powers of psi-sword, psi-shield and various forms of telekinesis. These powers are revealed to the young student gradually, thus it takes years of intense study and training before novices complete their apprenticeship and are allowed to make their place in the world.

Unlike the Cyber-Knights in the West, Psi-Warriors are not actually part of any formal organization or **fraternity**. Once their training is completed, they are sent into the world to "make their place in it." They can use their powers and training for personal gain, good or evil, although the vast majority (approx. 70%) use it for good. Many become leaders or valued members of wilderness communities, while others become explorers, adventurers or heroes. Renowned as expert fighters and destroyers of monsters, they often fall in with **Psi-Stalkers**, **Nega-Psychics**, **Nullifiers**, **rogue Psi-Hounds** and others who fight the **supernatural**, stand up against powerful magic forces and try to right injustice. Some go on to join the Cyber-Knights (they remain the **Psi-Warrior O.C.C.** although they are considered "Knights"), while others wander the wilderness like knights-errant protecting the weak and battling evil (mostly found in the Magic Zone, South, East and Northeast).

Most Psi-Warriors avoid politics and find it distasteful and manipulative. This sometimes gets even good Psi-Warriors in trouble as they sometimes ignore or break regional laws for their own (arguably higher) morality. Along those lines, most Psi-Warriors avoid entanglements in political wars, although they may haunt the sidelines of a war, fighting small battles to protect the innocent caught in the middle or used as pawns.

Evil Psi-Warriors (typically aberrant or miscreant) do exist. They are usually ruthless and brutal combatants who fight for wealth, fame **and/or** power. Some become despot lords or leaders of evil bands. Others are wandering adventurers in search of excitement and profit. Yet even among evil **Psi-Warriors**, most have a disdain for the supernatural and will rarely ally themselves with them. In fact, these misbegotten warriors sometimes join forces with good to battle supernatural evil, or ally themselves with the supernatural only long enough to betray and destroy them — taking what magic or booty they can as their reward, without concern for others. Some evil Psi-Warriors actively engage in the destruction of the supernatural wherever they encounter it, and aberrant characters often fight to liberate and protect the innocent, especially women and children. Unfortunately, after their **heroics**, the warriors may expect some favor or payment, including carnal ones, or ignore the plight of people when the supernatural or magic are not involved. Such misanthropes are likely to have their own strange code of justice, honor and fair play, but are far from heroic or trustworthy. Most are duplicitous, cruel, and treacherous. They lie, cheat and backstab those they do not respect or when it behooves them to do so. Most engage in **strongarm** tactics, intimidation, torture, and murder.

Levels of Experience & Power

Unlike most O.C.C.s & R.C.C.S in the **Rifts**® series, the **Psi-Warrior** earns his special abilities in slow increments as he increases in experience, maturity and understanding of psychic powers and the world at large. The character begins with just a handful of abilities at first level but acquires many more as he rises in level.

The **Psi-Warrior** training system doesn't work on a strict time-scale; after **all**, people **grow**, mature and learn at different paces. According to the spiritual teachers, there is only "one pace for each person, the right one for you." As the character gains experience levels, his mastery of psionic powers and martial fighting techniques also increases. **Note:** All bonuses are cumulative and in addition to possible attribute bonuses and hand

to hand combat bonuses.

- **First Level.** Years of training and inner searching has brought the **Psi-Warrior** to this point. He is now ready to go into the world and find his place in it. The basic orientation makes him or her an idealistic warrior who battles injustice and supernatural evil in all its guises. Exactly how the character conducts himself and what he/she may make of himself rests in his own hands. The initial training focused on developing *self-control*, achieving mastery over one's own mind, spirit and body.

Fasting and Self Denial: A way to build discipline and access one's inner spirit and strengths. In preparatory training, young candidates are required to experience self-denial by going without water, food, sleep and other comforts (dry clothes, warmth, a soft **bed/furniture**, human companionship, etc.) for long periods of time. As a result, they can resist thirst for two days per level of experience, resist hunger for three days per level of experience, and remain active for up to four days without sleep and without serious penalties from deprivation.

Although the character is able to ignore the pain and discomfort, and function at close to normal, the physical body does suffer damage from dehydration, starvation, sleep deprivation, etc. After three days the following penalties apply: reduce speed and skill performance by 5%, -1 on initiative, -1 to parry and dodge, and -1 on punch and kick damage. Repeat these penalties for each subsequent two days of deprivation.

Awareness of True Self: Psi-Warriors learn to meditate in order to get in touch with their true inner self and to find calm and focus. During this process the character is taught the psionic powers of *Mind Block* and *Summon Inner Strength*. They also learn to use meditation to increase the rate of **I.S.P.** recovery; standard for meditation. **I.S.P.** is regained at the rate of 2 per hour of activity, or 12 per hour of meditation or sleep.

Psionic Powers: Mind Block, Summon Inner Strength, Resist Fatigue, Resist Hunger, Resist Thirst, **Telekinetic Lift**, **Telekinetic Push** and **Psychic Body Field**

- **Second Level: The Art of Defense.** At second level the young warrior develops greater compassion, mercy and insight toward others.

Psionic Powers: Empathy, Deaden Pain, Replenish P.P.E., Increase Healing, Suppress **Fear**, and **Psi-Shield**.

Special Bonuses: +1 to disarm, +2 to pull punch, +1 to dodge, +1 to roll with impact or **fall**, +1 to parry with **Psi-Shield** at levels 2, 6, 9, 12 and 15, and the **Psi-Warrior** *can* parry projectiles and energy blasts with the shield, but all such attempts are done without benefit of any bonus other than P.P. attribute and suffers a penalty of -3 to do so.

- **Third Level: The Arts of Offense.** The young warrior hones his offensive combat abilities — the heart of training at this phase, specifically how to summon and use the **psi-sword**. The warrior is also taught to let restraint and mercy guide his actions in battle. Killing is allowed only in self-defense or in the defense of the helpless.

Psionic Powers: **Psi-Sword**, **Combat Initiative**, **Telekinetic Punch**, **Telekinetic Leap** and **Telekinesis (Super)**.

Special Bonuses: Psi-Sword Bonuses (applicable only when a Psi-Sword is used): +1 on initiative, +2 to strike, +1 additional melee attack!

- **Fourth Level: Opening of the Mind's Eye:** A greater understanding of the world around him.

After he has learned self-control and how to fight, the **Psi-Warrior** learns to master his psychic senses to see the paranormal universe around him with greater clarity.

Psionic Powers: See the Invisible, **Nightvision**, Presence Sense, Sense Evil, Sense Magic, and Read Dimensional Portal.

- **Fifth Level.** A greater understanding of mind over matter.
Psionic Powers: Bio-regeneration (super), Impervious to Cold, Impervious to Fire, Impervious to Poison and healing touch.
- **Sixth Level: Defender of the Weak.**
Psionic Powers: Group Mind Block, Mind Bolt, Sense Dimensional Anomaly and Telekinetic Force Field.
- **Seventh Level: The Spirit World.** A greater understanding of psychic powers and spirits.
Psionic Powers: Astral Projection, Commune with Spirits, Exorcism, Clairvoyance, Detect Psionics and See Aura.
- **Eighth Level: The Dedicated Warrior.**
Psionic Powers: Astral Golem and Bio-Manipulation.
- **Ninth Level and beyond** the **Psi-Warrior** can select one psionic power from either the Healer or Sensitive category.

Special Psi-Warrior R.C.C. Powers

1. I.S.P.: Roll 3D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 8 I.S.P. for each additional level of experience.

2. **Saving throw versus psionic attack:** As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

3. P.P.E.: Most of the **Psi-Warrior's** P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D4.

4. **R.C.C. Bonuses:** +1 to M.A., +1D6 to P.S., +1 to P.E., +4D6 S.D.C., +1 on initiative, +1 to pull punch, +1 to roll with impact or fall, +10% to save vs coma and death, +2 to save vs possession at levels 2, 6, 9 and 12, and +1 to save vs horror factor at levels 1, 3, 5, 7, 9, 11, 13 and 15.

The influence of ley line energy: The duration and range of psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are **doubled when** at or near (one mile/1.6 km) a ley line nexus point!

Psi-Warrior Psychic R.C.C.

Alignment: Any, although they tend to lean toward scrupulous, unprincipled and aberrant.

Attribute Requirements: A high I.Q., M.E., P.S. and P.P. attributes are helpful but not required. The only thing required is a desire to help others and destroy supernatural evil.

Race Restrictions: Most common among humans (68%), Elves (10%), Ogres (5%) and 17% others. Both males and females can become a Psi-Warrior.

R.C.C. Skills:

Language: Two of choice (+20%)
Basic Math (+10%)
Land Navigation (+15%)
Wilderness Survival (+10%)
Intelligence (+6%)
Tracking (+10%)
Horsemanship: General (+16%)
Horsemanship: Exotic (+15%)
First Aid (+10%)
Lore: Demons & Monsters (+10%)
Swimming (+10%)
Physical: Two of choice
W.P. Sword
W.P. One ancient of choice
W.P. Two modern of choice
Hand to Hand: Martial Arts

R.C.C. Related Skills: Select **five** other skills at level one and one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Cowboy: **Breaking/Taming** Wild Horses and Trick Riding only.

Domestic: Any

Electrical: Basic only

Espionage: Any (+5%), except Sniper.

Mechanical: Basic and Automotive only.

Medical: None

Military: Any (+5%)

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: None

Science: Astronomy, Anthropology, and Math only.

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 4 and 8. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of light or heavy mega-damage body armor (Crusader and Gladiator style armor tend to be favorites), plus gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs (for restraining criminals), 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross.

Weapons: An ancient weapon of choice, two modern weapons of choice with three extra **E-clips** each, and a Vibro-Sword. They also favor magic and **Techno-Wizard** weapons.

Vehicle: Starts with a good quality horse.

Money: The character starts with 2D4x100 Universal credits and 1D4x100 worth of salable items. They start with minimal



cash, for they are expected to make their own way in the world. Moreover, many spend their money to help others (medicine, food and clothes for the poor, etc.) and share with other champions of good. Note: Merchants and vendors will frequently offer **Psi-Warriors** discounts ranging from 10% to 25% on all goods and services.

Cybernetics: None. All bionics and cybernetics, with the exception of replacement prosthetics, are seen as inappropriate and diminish the character's psionic powers.

Zapper R.C.C.

The most dangerous and rare of the physical psychics are those whose powers manifest in the form of kinetic energy. Just as the Burster controls fire, the Zapper commands kinetic energy at a frightening magnitude. All Zappers enjoy total mastery over electricity and all forms of Telekinesis! According to witnesses, the power of the Zapper is even more sensational to behold than the pyrokinetic displays of the Burster. Just by concentrating, the Zapper character can surround himself with rippling electricity, shoot mega-damage lightning bolts, and drain energy from electronic devices.

Very few of these Zapper psychics exist, with no more than a few thousand throughout North America, probably less. For some reason, they seem most common in the regions once known as the Canadian Empire and the northeastern portions of the American Empire.

The Coalition Military and **Psi-Battalion** includes a **surprisingly** large number of Zappers among them; so does Free Quebec. There are currently 92 on active duty at Chi-Town, 40 others scattered throughout the CS and another two dozen undergoing training.

Special Zapper R.C.C. Abilities

The Zapper effectively has **super-electrokinetic** powers superior to the normal electrokinesis power.

1. Impervious to Electricity: An invisible **electrokinetic** aura surrounds the Zapper, making him, and what he is wearing (body armor included), completely impervious to electricity, including magical electrical attacks. Even mega-damage lightning strikes do no damage. Most other energy attacks do only half damage, including lasers, plasma and particle beams; magic energy attacks, other than electrical, do full damage. So do magic melee weapons, explosives and projectiles!

Duration: Constant.

I.S.P. Cost: None; a natural ability.

2. Sense Electricity: The psychic can sense or feel electricity and pinpoint its exact location as well as the approximate amount of electricity at the source (tiny, small, big).

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Duration: Two minutes of extreme sensitivity so he can pinpoint every source of electricity in the area.

I.S.P. Cost: Two

3. Electrical Aura & Radiate Electricity: The psychic can seemingly cause himself to become engulfed in crackling elec-

tricity. In reality, this is an electrical aura around him. Nothing on the Zapper's person is actually touched or affected, so **nothing** is damaged. Furthermore, the character can move around without difficulty. However, the electrical energy will cause a jolt to anything it touches and causes the hair of anybody within six feet of the character to stand on end from static electricity.

Range: Self.

Duration: Two minutes per level of experience.

I.S.P. Cost: 5

Damage: 6D6 S.D.C. damage per strike to anyone or thing that he touches or which touches him; 01-65% likelihood of any electronic device that is not shielded or grounded being shorted out. Damage is cumulative.

Static Discharge: 2D6 S.D.C. damage from electric shock and the discharge will temporarily interfere with communications (radio signals garbled and unclear, video images snowy, broken and distorted) and temporarily knock out bugs, video cameras and sensors for 1D4 minutes.

2D6 M.D. can be inflicted with an electrical energy bolt (4D6 M.D. at ley lines and 6D6 M.D. at a nexus) if the Zapper **concentrates** intensely. This 2D6 M.D. can be added to damage from the Zapper's punches, kicks, or simply by being touched, if he so wills it to happen! **Note:** Additional cost of 8 I.S.P., lasts only one melee round per level of experience. Each M.D. electric attack (bolt, punch, kick, head butt, etc.) counts as one **melee action/attack**. Maximum range of the energy bolt is 30 feet (9m) per level of experience; triple at a ley line and quadruple at a nexus point.

Electrified Body Protection (Special): The aura of electricity also provides a limited mega-damage field of protection equal to 20 M.D.C. +2 per level of experience and which renews itself at a rate of 2D6 M.D.C. per melee round (never more than the normal maximum of 20 M.D.C.). **Note:** There is no extra I.S.P. cost for this aura of protection.

4. Electricity Absorption: The power to draw electricity/energy from devices in the immediate vicinity which can be used by the mutant character to heal damage. Even if the character is fully healed, he can still use this ability to drain electricity from machines, engines, generators and electric power lines! The Zapper can use this ability to drain the energy from the machine, to make it temporarily useless (until recharged) or to reduce the energy/power level one degree or 8% per level of experience (dims lights, reduces the energy flow to cause brownouts and mechanical malfunctions, reduces the speed of an engine or computer, etc.).

In the alternative, the character can draw on and absorb electricity to rejuvenate himself. The equivalent of 1D6 M.D. negates fatigue (feels fresh as a daisy), while every 2D6 M.D. of electricity restores 1D6 hit points or 2D6 S.D.C. A mild but constant flow of electrical current goes through the Zapper while meditating, increasing normal healing by threefold.

Absorption Range: Touch or 20 feet (6 m) per level of experience.

Duration: Varies based on need and desired effect. Can be instant or last 10 minutes per level of experience.

I.S.P. Cost: Four per activation of the power to absorb or drain.



5. Other psionic powers: Automatically gets Electrokinesis (double normal range), Telekinesis (super), Telekinetic Force Field, Telekinetic Acceleration Attack, Telekinetic Punch, and the *Mind Bleeder* powers of Brain Scan, Neuro-Touch and Neuro-Strike.

Moreover, he can select one minor psionic power from the physical category at levels 2, 4, 6, 8, 10 and 12.

6. I.S.P.: Roll 3D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 2D4+4 I.S.P. for each additional level of experience.

I.S.P. is regained at the rate of 2 per hour of activity, or 12 per hour of meditation or sleep.

7. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

8. P.P.E.: Most of the Zapper's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

9. R.C.C. Bonuses: +2 on initiative, +1 to strike, +1 to pull punch, +1 to roll with impact or fall, +4 to save vs horror factor, +1 to save vs possession and loves action and excitement.

The influence of ley line energy: The duration and range of the Zapper's pyrokinetic and other psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are *doubled* when at or near (one mile/1.6 km) a ley line nexus point!

Zapper Psychic R.C.C.

Player Note: Like most Master Psychics, the Zapper has minimal education, having spent much of the time learning and mastering his electrokinetic powers. The individual has come to rely on those powers, wits, and experience. The typical Zapper tends to be an action junky and thrill seeker. They enjoy a challenge and often take foolish risks. They tend to rely on their psionic powers and cunning rather than skills or machines.

Alignment Restrictions: None, but tends to lean toward strong good (Principled and Scrupulous) or very evil (Miscreant or Diabolic).

Attribute Requirements: None. A high M.E. and at least average I.Q. (8) are suggested, but not required.

Race Restrictions: Most common among humans (87%), Elves (5%), Ogres (5%) and 3% others, typically human-like races.

Both males and females can become Zappers.

R.C.C. Skills:

Radio: Basic (+10%)

Pilot: One of choice (+10%)

Read Sensory Equipment (+10%)

Basic Electronics (+25%)

Body Building

Climbing (+5%)

Running

W.P. Energy Rifle

W.P. Two of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at a cost of one "other" skill selection.

R.C.C. Related Skills: Select four other skills (plus two from the Military and Espionage categories if a CS Soldier). Select an additional skill at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Cowboy: None

Domestic: Any

Electrical: Any (+15%)

Espionage: Wilderness Survival only.
 Mechanical: Basic and Automotive only.
 Medical: First aid and Brewing only.
 Military: Any, except Armorer, Parachuting and NBC Warfare.
 Physical: Any, except Acrobatics.
 Pilot: Any
 Pilot Related: Any (+5%)
 Rogue: None
 Science: Math only (+5%)
 Technical: Any (+5%)
 Weapon Proficiencies: Any
 Wilderness: Land navigation only.

Secondary Skills: The character also gets to select four secondary skills from the previous list plus one at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment for CS Operatives: Coalition "Dead Boy" body armor, energy rifle and energy **sidearm** of choice, 4 extra **E-clips** for each, survival knife, **vibro-blade**, two grenades, an additional non-energy weapon of choice, three signal flares, an air filter and gas mask, tinted goggles, first-aid kit, utility belt, walkie-talkie, dress uniform, combat boots and canteen.

CS equipment available upon assignment: Any weapon types, extra ammunition, conventional military **vehicles**, hovercraft, tank or APC, and food rations for weeks. Vehicle and equipment repair. Training and counselling services are also provided free of charge by **Psi-Battalion**. **Note:** All weapons and equipment are given out on an as needed basis, with the commanding officer deciding whether or not the item(s) is really necessary or not. Due to the psionic powers of the individual, the officer is not likely to assign heavy weapons or vehicles except for missions involving extreme danger or extremely important CS objectives. If the officer doesn't like the **character(s)**, the availability of items will be even more extremely limited.

Equipment for non-CS Zappers: Light to medium M.D. armor, travel ling clothes, boots, a flashlight, an air filter and gas mask, language translator, distancing binoculars, laser distancer, tinted goggles, utility belt, backpack, 1D4 medium-sized **sacks**, silver cross, walkie-talkie, and canteen.

Weapons: **Neuro-Mace** or Electro-Stunner (see *Rifts® Lone Star*), energy rifle of choice with four extra ammo clips, two weapons of choice, each with 1D4 E-clips, and survival knife.

Vehicle: None to start.

Money: CS Troops: The psychic soldier gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to Psi-Battalion and regular military facilities. Plus a monthly salary of 1900 credits. Starts off with one month's pay. The soldier's quarters is a nice dormitory arrangement shared by four individuals, all psychic members of Psi-Battalion. Each gets a private **bedroom/study** complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Zappers who are not associated with the CS and are mercenaries or adventurers start with 1D6x1000 in credit and

Black Market items worth 3D4x100 credits. They rarely have difficulty finding work as bounty hunters, body guards, enforcers and mercenaries.

Cybernetics: Starts with none. Tends to avoid implants in favor of natural powers. Will use bionics only for medical reasons.



Psi-Stalker Note

The vast majority of **Psi-Stalkers** (99+ percent) fall into the "classic" **Psi-Stalker R.C.C.**, however, a small percentage develop other psionic powers. These are limited to the *Nega-Psychic* and *Psi-Nullifier*. Both are considered mutations within the **Psi-Stalker** race. Only about one in two hundred will have these anti-psionic and magic abilities. In these cases, the character does not get the usual **Psi-Stalker R.C.C.** and psionic abilities, but the psionic powers and special abilities of the *Nega-Psychic* and *Psi-Nullifier*. However, skill selection and basic equipment is the same as presented under the **Psi-Stalker R.C.C.** See *Rifts® Lone Star* for an expanded *Psi-Stalker R.C.C.* description.

Mutants & Other Psychics

Players may bring in other types of psychic and mutant characters from any of Palladium Books' other role-playing games, such as **Nightbane™**, **Beyond the Supernatural™**, **Heroes Unlimited™** and **Teenage Mutant Ninja Turtles® and Other Strangeness**. *Nightbane™* and its sourcebooks offer a handful of different **Psychic Character Classes**, powers and information on the Astral Plane.

Just clear all special psionic powers, Astral stuff, and equipment with the Game Master and allow the G.M. to make **modifications** as he or she deems necessary, particularly in regard to equipment, the Astral Plane and character background. Such "**unusual**" characters are likely to be considered D-bees, genetic mutations or aliens, and will be a rarity, not the norm.

Dog **Boys™/Psi-Hounds™** and other mutant animals that are the creation of *Lone Star* are described in detail in *Rifts® World Book 13: Lone Star™*. If you haven't gotten a copy of this baby, check it out for lots of cool stuff. *Rifts® New West™* offers a variety of characters, O.C.C.s, TW items and monsters common to the western portion of the United States and southwestern Canada. *Rifts® Spirit West™* provides mystical insight, powers, spirits and characters based on Indian mythology.



Psi-Cola™

By Julius Rosenstein & Kevin Siembieda

WARNING: We would like to remind our readers that drug dependency, regardless of any perceived short-term benefit, is dangerous and destructive. None of us at Palladium, encourage or condone the use of drugs without proper medical supervision. Illegal drugs destroy people. Not just the user, but those who love **him/her**. Please, don't do it.

Psi-Cola™ is a sort of "snake oil" beverage sold by the Black Market and merchants who deal in magic and the obscure. Similarly, many drug **dens**, dealers, body-chop-shops and facilities that offer Juicer augmentation frequently sell this magical elixir. Most psychics who choose professions as adventurers and men at arms have heard of the drink — and most avoid it.

Psi-Cola is marketed as both an exotic (and often illegal) drinking beverage and as a comparatively, inexpensive magical elixir that can instill vitality and psionic powers in those who drink it. What most "dealers" fail to mention is that one must drink several bottles of Psi-Cola daily to get psionic powers, there are some nasty side effects, and the drink is highly addictive. Although popular among wild **Psi-Stalkers** and other psychics, most ordinary people avoid the drink, largely because it tastes terrible to the average, non-psionic Joe. However, to a psychic, the drink has a wonderful and desirable flavor, unlike anything they've ever tasted before.

Most scholars, historians and psychics agree that Psi-Cola originates from the **Magic Zone**, although nobody can pinpoint who first invented it, why, how it works, or exactly what's in it. The basic chemical composition has no healing properties or exotic components. In fact, it is the basic formula of a popular **pre-Rifts** cola soft-drink. A magical organization known as the *Brotherhood of the Psi-Elixir* claims to be the originator, and is one of the largest manufacturers and distributors of the drink, but it is also made by the Black Market and at least three other places in the Magic Zone; one of which predates the Brotherhood by 17 years, and they insist they are not the originators.

The following are the most popular theories as to its origin:

1. It is a concoction that the **Splugorth** (or some other dimensional travelers?) have imported from another dimension.
2. It is a pre-Rifts drink that had been formerly lost, and has only recently been rediscovered (Psi-Cola has only been on the market for 30 years).
3. It was created by some rogue scientists, **Techno-Wizards**, Alchemists, Herbologists, etc., native to Rifts Earth. The original designer has since died, but **his/her/their** creation lives on.
4. It is the secret creation of the Coalition States designed to ruin and discredit psychics (unlikely since the CS has a fair respect for psychics and has a large number in their military and police force, including Psi-Stalkers and **Psi-Hounds/Dog Boys**, but then the Coalition tends to get blamed for just about everything).

What is known is that the **otherwise**, seemingly innocuous combination of cola, glucose, carbonate, color and alchemical ingredients become imbued with magical properties that induce energy and enhances psychic abilities when subjected to prolonged exposure of Ley Line energy. Makers of Psi-Cola (estimated as 4-7 groups, all of whom try to keep the precise recipe a closely guarded secret) jokingly call the process of exposing the beverage to Ley Lines in order for it to mutate to the proper magical consistency, the "aging" process. After **rebotling** the magic liquid, the entrepreneurs then distribute it through the Black Market and select shops throughout the Magic Zone, Pecos Empire and other disreputable (and sometimes, reputable) places. Whoever and however Psi-Cola is made, it does seem to be native to North America and is most commonly found in the Magic Zone and Midwest.

The Effects of Psi-Cola

Note: In all cases, the character must drink an entire 16 ounce (0.473 liter) bottle of the stuff to feel any effect.

Non-Psychics usually find Psi-Cola to have a bitter, brackish taste most people call, "disgusting." Since these drinkers have no psionic powers to begin with, the only initial beneficial effects to them are a surge of energy (fatigues at slightly less than normal; can take 10% more exertion), and is mentally alert (+2% to skill performance). In short, Psi-Cola generally acts as a foul tasting stimulant.

Prolonged and regular use of Psi-Cola may result in the acquisition of one minor psionic power from either the psychic sensitive or physical psionic categories; I.S.P. is limited to M.E. attribute number +2D4. Unfortunately, the amount needed to gain this power easily falls into the range of addiction (at least six bottles a day) and the power very seldom (01-05%) remains after a character has undergone withdrawal and detox.

Although sometimes used by meres, bandits and adventurers for its benefits, the taste made one famous mercenary leader remark (with a grimace), "a regular diet of Psi-Cola can shake someone of their fear of death." This has made the drink popular among certain factions of Juicers and Juicer Wannabes, although true Juicers are immune to its psionic enhancement even when addicted (no psi-powers). Furthermore, it takes approximately 20 bottles or cans a day to have any addictive affect or bonuses on a Juicer.

Its truly foul taste to non-psychics means they are the least likely to become addicted, and Juicers have a high natural resistance because of their already chemically enhanced augmentation and their bio-comp systems. Most supernatural beings, creatures of magic (dragons, faeries, etc.) and characters who have a great tolerance for alcohol (i.e. the Saloon Bum, Dwarves, alcoholics, etc.) are impervious to the augmentation/bonuses and side effects of Psi-Cola unless they drink a bathtub full of it on a daily basis; such characters usually don't find anything appealing about the drink and avoid it.

Crazies have a natural resistance (albeit not as great as that of a Juicer) due to their M.O.M. augmentation, and must drink 12 bottles or more daily to get any benefits, effects or addiction.

Cyber-Knights have a moral and social resistance due to peer pressure and their high standards of conduct. Although some Knights will use Psi-Cola in dire straits, such as when battling a major menace or as a last-ditch effort, they generally regard the drink as a crutch — "false courage," "that Juicer junk," etc. — and frown on its use.

Most Psychics who have a healthy dose of self-esteem will avoid the drug, even under dire circumstances; this is especially true of Mind Melters and Mind Bleeders. However, sometimes bold, young psychics think they can "use" Psi-Cola "carefully" and avoid its pit-falls and addiction; they are usually wrong. Some are not aware of the dangers of addiction and become addicts by accident. The most likely to fall prey to its addiction are psychics who are desperate or lost in despair, as well as minor psychics who are attracted to the drink because of the I.S.P. boost and extra psi-powers it can provide.

Psi-Cola & Psychics

Psychics who drink a 16 ounce bottle of Psi-Cola gain a quick charge of 2D6 I.S.P.! This extra I.S.P. only lasts a short while (4D6 minutes), so often adventurers who are still capable of controlling their craving will only imbibe during or just before an imminent battle or dangerous situation. Drinking several bottles within an hour of the first only adds an additional 1D4 I.S.P. each. However, drinking one bottle per hour will continuously give the psychic 2D6 I.S.P. every hour. It also leads to psychological and physical dependence — addiction.

Positive Effects

Lesser psychics, such as minor and major psychics, Crazies, Cyber-Knights, Mystics, Operators, etc., will generally find the taste of Psi-Cola pleasant and appealing. In addition to the jolt of I.S.P., they also enjoy a surge of energy (fatigues at less than normal; can take about 20% more exertion) and are mentally alert (+5% to skill performance and +1 on initiative). Prolonged, addictive use (six or more bottles a day) will result in the acquisition of 1D4 minor psionic powers from any of the psychic categories except super, and the user's I.S.P. base is increased by 10% (in addition to the 2D6 I.S.P. from a single bottle). However, like the non-psychics, these extra powers and I.S.P. are lost after undergoing withdrawal/detoxification.

Greater/Master psychics. Powerful psionic beings such as **Psi-Stalkers**, **Psi-Hounds**, **Bursters**, **Mind Melters**, **Mind Bleeders**, **Nega-Psychics**, **Psi-Ghosts**, and most psychic R.C.C.s will almost always find the taste of Psi-Cola absolutely delicious. They could drink a case a day whether it boosted their powers or not, it is that good. They too get the boost of 2D6 I.S.P. from a single bottle per hour (+1D4 per each additional bottle drunk within that hour), but they can hold on to that extra energy for 4D6+12 minutes. They also enjoy the surge of energy (fatigues at less than normal; can take 30% more exertion) and are mentally alert (+5% to skill performance and +1 on initiative).

Prolonged, addictive use will result in the acquisition of three minor psionic powers (any category), as well as the chance of one power from the super psychic category (base chance = Mind Melter 01-70%, Mind Bleeder 01-60%, Burster 01-50%, all other master psychics 01-30%), plus the user's I.S.P. base is increased by 10% (in addition to the 2D6 I.S.P. from a single bottle). Those who undergo withdrawal and dry out lose these powers and all other bonuses.

In the case of **Psi-Stalkers**, Psi-Cola will provide them with the sheer P.P.E. nourishment that they require (two bottles/32 ounces, roughly one liter, is good for 10+2D6 P.P.E.), but makes the characters lazy gluttons who prefer to lounge around and guzzle the cola rather than engage in hunting or adventuring. **Psi-Hounds/Dog Boys** become even more sensitive to supernatural evil (increase range by 25%), but they also tend to become paranoid and nervous. **Nega-Psychics and Nullifiers** become completely invulnerable to all forms of psionic attack, mind control and possession, but totally insecure and uncertain without Psi-Cola (-2 on initiative, -10% on skill performance, and reduce all bonuses by half).

Initial Determination of Addiction

Psi-Cola is extremely addictive. Each time a character uses Psi-Cola within 48 hours of drinking the first bottle, roll to save vs lethal poison (14 or higher to save) at -1 to save; all applica-



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ble bonuses to save vs poison may be applied. The drinking of each subsequent bottle within a 48 hour period is done at -1 to save, with cumulative penalties. The magical drug remains in the body for 48 hours, so drinking a bottle or two the next day has a cumulative effect on those drunk the day before.

A successful roll means that the drug has been effectively assimilated into the character's bloodstream with no long-term ill effects. A failed roll means that this amount of the drug (whether one or eight bottles) is an addictive agent, and if more than half of a single bottle is used within the next 48 hours, the character will become addicted (needs at least six bottles a day).

Side Effects from Psi-Cola

Like so many different items that affect the mind **and/or** utilize magic, Psi-Cola has some unpredictable side effects. Anybody who drinks more than two bottles in a single day should roll once on this table for side effects. These are in addition to any penalties or reactions noted previously. The negative side effect lasts only 3D6+10 minutes per bottle that is drunk, unless addicted, in which case the side effects are constant. **G.M. Note:** It is left to the Game Master as to whether or not the *same* one (or two) effect occurs whenever the character uses Psi-Cola, just like most people will consistently act the same one or two ways when they get drunk, or whether each usage has a completely *random* effect.

Psi-Cola Addicts roll on this table twice. Each has cumulative effects and penalties, and each side effect is a constant problem that persists while addicted and for two weeks into detoxification or abstinence. Addicts cannot rid themselves of these side effects until they undergo 15 days of detoxification and "get clean." The usual effects of drug addiction and withdrawal, as presented in the **Rifts® RPG**, pages 21-22 and 70 (detox), also apply to the Psi-Cola addict. **Note:** Once the Psi-Cola habit is kicked, the character's abilities return to normal (-1D4 from his personal I.S.P. base). **However**, they remain forever vulnerable to addiction again. For each bottle of Psi-Cola that is drunk in a 48 hour period, there is a cumulative chance of 20% that the character will find himself addicted. Roll for each bottle, i.e. with the first bottle there is a **01-20%** chance of addiction, the second bottle, a **01-40%** chance, and so on.

Psi-Cola Side Effects: Roll percentile dice for random selection.

01-10 Serious Depression: The character is constantly depressed and worried. To him, the glass is always half empty and trouble is behind every corner. All skills are performed at -30%, psionic abilities that offer bonuses are at half, and the character is -2 to save vs psionic attack, other forms of mind control and illusions. Many addicts also turn to alcohol or other drugs.

11-20 I "am" Power: The psychic believes he is more powerful and capable than he really is. Some see this as luck or invulnerability provided by the Psi-Cola. If a regular "fix" of Psi-Cola is available, the character is +2 on initiative, +2 to dodge and +5% on the performance of all skills. However, he also takes ridiculous and pointless risks and accepts dangerous (often downright stupid) challenges and is so bold and cocky as to be annoying. This will regularly get the character **and/or** his companions into trouble.

When Psi-Cola is not available, the character becomes introspective, quiet, shy, and worried within 1D4+2 hours. He tends

to shun confrontation and challenges (even those he can win easily), and is -3 on initiative, -3 to dodge and -10% on the performance of all skills. For every 24 hours without the magic drink, the character feels increasingly weak and helpless, and is another -1 on initiative and -3% on skill performance.

21-30 Psionic Amnesia: The psychic momentarily forgets how to draw upon a particular psionic power (the use of psionics requires focus and concentration). Each time the psychic wants to use a psionic power, there is a 01-55% chance he cannot do it. This temporary amnesia and inability to draw upon a particular power lasts 1D4 minutes. After that time, he can try to draw on it again, but must again roll percentile dice to determine success. Any roll under 55 means he can't do it. Try again in 1D4 minutes.

31-40 Unpredictable Psionics: The character will accidentally unleash one of his psionic abilities (the most appropriate under the circumstances) whenever he/she feels threatened, frightened or angry, and sometimes when extremely happy. He must constantly focus to keep his powers in check.

When psionic powers are used, they always inflict maximum damage/effect whether that is the intent of the psychic or not, and the duration will vary from 25%, 50% to 75% shorter than it should to 25% longer. I.S.P. cost is normal.

41-55 Psionic Leakage: Unknown to the character, he somehow expends 1D4 I.S.P. per hour and 1D4 extra I.S.P. every time he uses a psionic power. Creatures sensitive to the psychic energy, including Dog Boys and Psi-Stalkers, can sense this "leak" and follow it to the character like an invisible trail; 80% +1 per level of experience tracking proficiency in following the trail.

56-70 Panic Attack: When cornered, trapped, or faced with death or some similar dire consequence, the character panics and cannot concentrate on physical action. All combat bonuses and attacks per melee round are reduced by half, likewise reduce skill performance by half. However, if there is a psionic power he possesses that can help (usually an attack that enables him to flee), the psychic will unleash it without a conscious thought (usual I.S.P. cost). He will be as surprised as his victim(s) by the psionic eruption, but will instantly take advantage of it to run and escape.

71-80 Telekinetic Expression: The psychic has trouble maintaining focus on his abilities. Whenever frightened, angry, frustrated, sad or very happy, 2D4+6 small objects (pebbles, sticks, pencils, coins, computer disks, etc.) rise into the air and hover around him (costs two I.S.P. points per hour). These items follow him wherever he goes. If angry or frustrated the objects vibrate rapidly in place. If sad or depressed, they hang low, around the knees and waist. When happy, they hang high, around the shoulders and head, and when frightened, they hang high but bounce up and down, six to eight inches, in the air.

81-90 Extreme sensitivity and paranoia: The psychic is like a psionic sponge or radio receiver who can sense the emotions and thoughts of people around him far too well. Whenever empathy, telepathy, clairvoyance, presence sense, psychic diagnosis, sixth sense or mind bond are used, he is bombarded with so many sensations that it is difficult to tell which belongs to whom. Worse, the emotions are so strong they tear the psychic apart —**forcing** him to relive the terrible mental and emotional pain and anguish of others as if they were his own. The cacoph-

ony of thoughts, emotion and pain makes the character -4 on initiative and all combat rolls, -3 to save vs illusions, and -20% on the performance of skills until he can close his mind via mind block. The mind block shuts him off from psionic communication, mind probes, and random sensations, as well as insulates him from some forms of psionic attack.

This extreme sensitivity makes the character nervous and paranoid. Most maintain a constant Mind **Block**, especially when involved in combat, put in a dangerous situation or surrounded by large numbers of people (10 or more). The paranoia makes the character +2 to save vs mind control and +4 to save vs possession.

If the character is a **Psi-Stalker**, **Psi-Hound**, or similar psychic sensitive, the character will not voluntarily use his natural powers to sense or track supernatural evil or magic, except under the most dire of circumstances. However, powerful magic and great supernatural evil will still make its presence known to the character, but at half the usual range.

The addict will typically avoid large gatherings of people, tends to be a loner, and often becomes anti-social and cold-hearted toward others, even those who suffer from afflictions he could help alleviate (the pain is just too much). Many also suffer from depression and turn to alcohol or other drugs to dull their senses and kill their conscience.

91-00 Subconscious Rage: The subconscious mind of the psychic randomly takes control of the character's body and psipowers when he falls asleep. This bizarre manifestation is similar to *sleepwalking* or having a multiple personality temporarily take over. The subconscious mind typically comes out when extremely angry or upset. The subconscious is fueled by anger and a feeling of no resolve, thus, it seeks revenge against the source of those feelings, and lashes out at any fool who causes him grief while en route to extract revenge. This subconscious desire to lash out typically manifests itself in good to unprincipled characters as cruel pranks, scare tactics, embarrassment, beatings, and vandalism, but usually stops short of inflicting serious injury or murder. However, anarchists and evil characters may engage in torture, murder, and deadly sabotage. When the psychic wakes up, the events of his subconscious are only half remembered, as if a dream. However, if **confronted** with evidence that the "dream" was real, most will recognize that they were somehow responsible. Likewise, if the psychic is seriously injured while in his sleepwalking state, or is about to do something he normally would not consider, he will wake up. Of course, there is a moment of confusion (1D4 melee rounds; -1 melee attack and -1 to strike each round of confusion) when he suddenly realizes his dream is really happening.

Legal Status, Availability, & Cost

Due to its addictiveness, effects and side effects, **Psi-Cola** (regardless of its origins) is considered a dangerous drug by most people and authorities. The legality of **obtaining/possessing** it varies dramatically from place to place. It is most common among independent kingdoms and towns, especially in the Magic Zone and the Midwest.

Coalition States: Psi-Cola is outlawed throughout the Coalition States and its territories. Its possession, use and sale is a serious crime. Recreational users caught with an amount under three bottles, or with empty containers, face stiff fines of 2000-

10,000 credits and are placed under one year surveillance as a potential subversive **and/or** smuggler. Psychics who are addicts, dealers and smugglers face seizure of all personal property and assets by the State and a long prison term (10-24 years) without chance of early parole. Users/addicts caught six or more times, known dealers, smugglers, **subversives**, psychics caught with or using Psi-Cola in the commission of a serious crime, and D-bees are sentenced to death. Only important and highly placed individuals within CS society are given any leniency, and even they face serious punishment for multiple **offenses** or the commission of a crime while on Psi-Cola. Convicted dealers face the death penalty regardless of their social station within the CS.

When visitors enter a Coalition city, any Psi-Cola that is voluntarily "declared" will be confiscated and destroyed by the authorities, but without prejudice to humans (especially CS citizens)-**who** "come clean." Undeclared Psi-Cola will be considered smuggled contraband and any person caught with it in his possession is treated as a drug dealer with serious repercussions.

Attempting to sell or give the drink to a Coalition Psi-Stalker or Dog Boy is a capital **offense**. **Psi-Stalkers** and **Psi-Hounds** in CS service have standing orders to turn any confiscated Psi-Cola in to their superiors. Failure on their part to do so can bring severe penalties, including expulsion from the city, imprisonment, and execution; most addicted Dog Boys are regarded as dangerous *animals* and destroyed. Psi-Stalkers and Dog Packs guard the entrances to Coalition cities (see **Rifts® RPG**, page 102), so attempts to bribe guards with money or Psi-Cola are not an uncommon occurrence, especially in the **Burbs**. Although officially outlawed throughout the entire Coalition States, Psi-Cola is allowed in the use of scientific experimentation at the *Lone Star Complex*.

An anti-drug and public awareness program keeps most CS citizens on the straight and narrow. Among *ordinary humans*, less than 3% have ever tried the stuff. Among *psionic humans* only a small percentage have tried it and less than 2% ever become addicted. The same is true of Dog Boys and Psi-Stalkers assigned to City and even **Burb** duty. However, among CS psychics, Dog Boys and Stalkers in the field, away from the control and vigilance of the city, an estimated 33% have tried the drink at least once, 10-15% use it infrequently, and 5% become addicted.

In the city, most Body-Chop-Shops can get their hands on Psi-Cola at 2-4 times the average cost. In the Burbs, the drink is easy to get and goes for the average to double the usual price.

Note: These statistics, laws and penalties are the same at all Coalition States and the ex-State of *Free Quebec*. They may be slightly higher (1-6%) at wilderness outposts and other CS dominated holdings away from the cities.

CS Burbs: Like the CS cities, Psi-Cola is illegal and its use prohibited. However, enforcement is a joke, although no merchant, saloon, or dealer dares to sell the drink openly. The Black Market does a thriving business in the Burbs, to the point that the marketing of Psi-Cola has become an integral part of the economy in some Burbs. The addiction rate varies greatly from place to place, but typically among *non-psychics* it ranges from 3-12%, and among **Burb psychics** the number of regular users is an alarming 25-45% with 10-25% being addicts. The CS military and law enforcement in the Burbs deals with junkies harshly, using brutal search and seizure raids (sometimes ab-

scending with more than just **Psi-Cola**) and gunning down dealers, smugglers and "juiced out" criminals on the street.

The Manistique Imperium: For years, the **Imperium's** official stance on Psi-Cola has been that it is a potentially dangerous, magic-based drug best to be avoided. Although its use was discouraged, it was not illegal. Since the Manistique Imperium's alliance with the Coalition States in 105 P.A., Psi-Cola has been declared illegal. Adventurers, mercenaries and smugglers looking to sell Psi-Cola will be offered a low but fair price for it (generally 30-50% of fair market value) from law enforcement officers and told the substance will be destroyed. Those who refuse this offer (and are not citizens of some ally or friendly power) will have the drink confiscated (at no recompense) in the name of the Coalition States. However, the Imperium secretly considers Psi-Cola to be a "strategic war material" and has been stockpiling a supply of the drink. Approximately 50% is taken to secret warehouses and military installations, while the other half is secretly sold (at an excellent profit) to mercenary groups, wilderness towns, Great Lakes Pirates, and the Black Market. The Imperium is willing to sell limited quantities of their stockpile at 200-300% of the fair market value, but will NOT sell to known junkies or political enemies of the CS.

Mere possession of 1-10 bottles of Psi-Cola by an individual does not constitute a crime, however, any crimes committed while either under its influence or while attempting to obtain or sell the drink are treated severely. The Imperium is very lenient on its citizens who use the drink for recreation. Approximately 40% of its citizens have tried the drink at least once, 20-26% are **regular**, "recreational" users, and 6-8% are addicts (double among psychics).

Northern Gun/Ishpeming: Officially, Psi-Cola is illegal, and its use is frowned upon in most social circles. However, there is a strong underground movement where it is both readily available and used regularly. Many merchants sell it under the table and the law does little, other than lip-service, to stop it. Approximately 32% of its citizens have tried the drink at least once, but less than 4% of its non-psionic population have any interest in the brackish brew. Among psychics, 12-20% are regular **users**, and 4-6% are addicts; mostly minor psychics.

Tolkeen: Rumor has it that Tolkeen has adopted a similar policy of stockpiling and leniency as Manistique. There are also rumors that the two may be engaged in a secret trade of Psi-Cola for supplies. In the past, Tolkeen frowned upon the use of the magical **elixir**, but desperate times may have changed their outlook.

The Pecos Empire™: Most non-psychics have little or no interest in this foul tasting drink, regardless of what benefits it might **provide**, or as the comments of one gang member exemplifies, "I'd rather drink a gasoline-cactus juice cocktail than that crap." "Hell," added a notorious **gun-slinger**, "I'd rather drink pig slop."

Still, as a place dominated by criminals, **Psi-Stalkers**, **D-bees**, and with strong ties to the **Black Market**, Psi-Cola is usually fairly easy to find. Most Black Market operated establishments can supply it, and one in seven saloons stock it. The addiction rate among minor psionics is 20-30% and 5-7% among major and master psychics of the Pecos Empire.

The New West™: Psi-Cola is a rarity in the New West. Most western pioneers have never heard of it, and only one in

two hundred saloons will have a small supply; usually at exorbitant prices. Most people have no interest in it.

Canada: A rarity except in the provinces once known as Ontario and **Quebec**, and even there, the elixir is comparatively uncommon. Most people have no interest in it.

Lazlo & New Lazlo: Psi-Cola is regarded as a controlled substance and may only be used for medical purposes under the supervision of a licensed body-fixer. Any other usage is illegal and will bring stiff fines, imprisonment **and/or** banishment.

Dweomer (Federation of Magic): Psi-Cola is illegal and strictly prohibited. Anybody caught using or selling it in the city is banished for life. Less than 1% of the population have ever tried the stuff.

Kingdom of Dunscon (Federation of Magic): Lord Alistair **Dunscon** considers the use of Psi-Cola as a crutch for weaklings and fools. Most of his upper echelon agree. However, while its use is frowned upon, the drink is available to varying degrees and expense, at most places.

Grey Seers (Federation of Magic): These legendary Mystics actively preach against the dependence of Psi-Cola and all drugs. They even offer a "cleansing program" for all forms of addiction, including Juicer detoxification.

Psyscape: Semi-controlled substance. Psi-Cola is accepted as a drink for social occasions and other rites and ceremonies (but is often highly watered down; need three times as much to get the same effect as one bottle of the genuine article). In Psyscape, there is a cultural bias against **overindulgence** and drug use. Those who do overindulge are ordered by the elders into rehabilitation programs. Repeat offenders and criminals are banished from the community.

Atlantis: Ironically, despite the widespread rumors of **Splogorth** involvement in the creation and distribution of Psi-Cola, the magical concoction is rarely used or available, even in the **Splynn** Dimensional Market. It is unclear exactly why this is, but most people come away with the feeling that Lord **Splynncryth** does not approve of its use. This would add some credence to the rumors that Splynncryth had Psi-Cola introduced to North America as a joke.

Availability of Psi-Cola at other places: In the less civilized areas (especially the seamier ones), Psi-Cola is generally as legal as alcohol or just about any other vice. The percentage of users and addicts will vary from place to place, as will the price. Some places just can't get any because they are too distant, small or remote, or because they can't afford it. Of course, other places don't want it.

Generally speaking, Psi-Cola is primarily available in North America, usually through the Black Market or a variety of people and places in the Magic Zone. It is most common to the Magic Zone and is believed to have originated there.

Cost: In general, one 16 ounce bottle/pint (0.473 liter) will usually cost between 15-20 credits, but often costs 30-40 credits and can cost as much as 150 credits. Prices typically reflect supply and demands with the lowest prices, 15-20 credits per bottle, in the Magic Zone and the CS **Burbs**; 20-40 credits at Northern Gun, Manistique and Pecos Empire; and 40-70 credits at most other places.

Fake Psi-Cola

As one might expect, the popularity of Psi-Cola, at least in certain parts of the country, has inspired con-artists to create brews packaged in Psi-Cola containers or other containers marked as Psi-Cola, but which are powerless, magicless fakes. Most of these fakes are harmless, but some contain other **drugs**, herbs, poisons and unknown magic properties. Typically, any cola that is not in the familiar Psi-Cola packaging, or which sells for under 15 credits, is a fake.

Characters who can sense or detect magic can easily tell most fakes from the genuine article, because real Psi-Cola has a distinctive magic energy signature. Of course, some wild and crazy con-men will add a few ounces of a stolen magic potion or alchemical components (often without any ideas what the potion or components are or do) to give it that "magical zing" and trick those who can sense the presence of magic. These fakes sometimes make people sick, occasionally hurt or kill people, and add to the negative reputation of the notorious drink.

Monsters & D-Bees

Monsters of the Magic Zone, Central & Eastern North America

By Peter Murphy, Patrick Nowak & Kevin Siembieda

Blood Hawk
Dark Behemoth
Darkhound
Dragon-Ape
Dragon Cat
Land Ray
Necrophim & Soul Snakes
Psymbiote
Shaeline
Sun Demon, Lipoca
Vyarnect

Monsters

Blood Hawk

By Peter Murphy & Kevin Siembieda

The Blood Hawk resembles a terrestrial hawk in general shape, appearance (at least from a distance) and habits. However, this creature is either alien to Rifts Earth, or a hideous mutation caused by the Coming of the Rifts. Instead of feathers, the creature has a leathery hide that is blood red in color, and the wings, though shaped like feathers, are also leathery and featherless. The body is bulkier than a normal hawk and tends to be a bit larger than most. The eyes glow with an eerie orange or yellow energy, and it has powerful talons tipped with yellow, hook-like claws.

Blood Hawks are voracious hunters and have no fear of humanoids. Thankfully, Blood Hawks seldom attack groups of people or animals, and are not much of a threat to armored opponents or those with the magical or psionic powers to withstand a mega-damage attack, but to ordinary humans and D-bees, these animals are deadly. They have been known to swoop down and carry away children, house pets and livestock without warning. Wilderness people will often dive for cover and scan the skies the instant they hear the monster's cry — Blood Hawks usually let loose with a screech just before they dive in for the kill. Likewise, groups are quite vocal and talk in screeches, squeals and chirps.

As a group they can rip a person to shreds, even those encased in armor. Blood Hawks do not possess human intelligence, but they exhibit patience, cunning, and group tactics. As a flock, the demonic birds will send one or two of their fellows to scout ahead or to make a couple of test runs against potential prey to test its resources. If the prey appears vulnerable (prey including large animals, 1-3 giants and small groups of 3-10 people), the rest of the flock will swarm in for the attack. Such swarming attacks typically use the element of surprise and coordinated attacks from two or more sides, **and/or** in waves. Blood Hawks also use the tactic of divide and conquer by cutting 1-4 animals from the herd and **frightening** or chasing humanoids away from the safety of their group or shelter. Although there are scary stories of Blood Hawks flying into caves, buildings and trucks, such events are extremely uncommon. These demonic hawks prefer the wide open spaces of the wilderness (often hiding and setting ambush in forest trees and the walls of canyons), and avoid confined places. Consequently, seeking shelter in a house or vehicle is a good way to save oneself.

The only time one or two Blood Hawks may pursue prey inside a confined area is when they are starving (an unlikely occurrence) or when angered beyond reason, such as defending a



nest, avenging the killing of its mate or young, having escaped from torture or imprisonment, and so on. As a rule, they are not suicidal and will not fight to the death. They use their limited psionic powers to scan potential prey and weed out the most vulnerable. This means they usually avoid psychics, practitioners of magic, supernatural beings and mega-damage creatures unless they are sick, injured or otherwise incapacitated. Consequently, even mages and psychics sleeping under the stars, alone, are safe from Blood Hawks. After taking any injury at all, a Blood Hawk will return to its nest to heal. They roost in tall trees, the ruins and rooftops of tall buildings, and in the mountains.

Blood Hawks have become a plague at many wilderness communities where resources are poor and there is minimal mega-damage armor and weaponry. Some have also found the Burbs to be excellent hunting grounds, picking off drunks, vagabonds, children and pets. Most big cities are where the creatures are hunted and killed, and communities of magic practitioners and other powerful beings are avoided.

Humans and D-bees, along with domesticated animals and livestock, are a favorite prey because they are comparatively weak, easy to find, and often congregate at one place for long periods of time (i.e. farms, villages, towns, and cities). Moreover, they like the taste of human flesh.

Blood Hawk, NPC Monster

Also Known as the Demon Hawk or Demon Bird.

Note: These creatures are not suitable as player characters.

Alignment: Generally considered to be a diabolic animal predator.

Attributes: I.Q. 1D4+2 (animal), M.E. 3D6+8, M.A. 1D6 (except among its own kind), P.S. 1D6+15, P.P. 1D6+13, P.E. 2D6+10, P.B. 2D6, Spd 1D6 on the ground, fly at 2D4x10 +35 (average around 70, or 50 mph/80 km) and can dive at twice that speed (counts as two melee attacks/actions). Maximum altitude is three miles (4.8 km) or roughly 16,000 feet (4877 m). Supernatural attributes.

Size: Stand about two feet (0.6 m) tall and have a wingspan of about 4-5 feet (1.2 to 1.5 m).

Weight: 15-20 lbs. (6.8 to 9 kg)

Average Life Span: 50 years

Hit Points: Mega-damage creature.

M.D.C.: P.E. +1D4x10 M.D.C.

Horror Factor: 10 for an individual or pair, 15 for a swarm/flock of 5-14:

P.P.E.: 3D6

Natural Abilities: Flight, extremely sharp hawk-like vision (can see a rabbit at two miles/3.2 km away), supernatural strength and endurance, incredible speed and agility. Excellent sense of direction/Land Navigation 90%, Track (by sight) 72%, climb 40%/30%. Also see psionics.

Note: Blood Hawks are completely untamable predatory animals, impervious to the influence of even the Simvan and Psi-Druid. A small flock is 1D4+3 animals, medium 2D4+5, large (a rarity) 20 or more.

Combat: Four physical attacks or uses of psionics per melee.

Bonuses: +5 on initiative, +3 strike, no parry, +2 automatic dodge (the dodging action does not use up a melee attack), +3 to pull punch/strike, critical strike on a 19-20, +2 to roll

with impact or fall, impervious to disease, +4 to save vs poison, +2 to save vs horror factor. All bonuses are in addition to attribute bonuses. Needs a 12 or higher to save vs psionics, -2 penalty to save vs magic.

Damage: Attacks with razor sharp beak and talons, usually making swooping and diving attacks.

Bite: 1D6 M.D.

Claw: 1D6 M.D. plus supernatural P.S. damage

Swooping Strike: Counts as a power punch, as per supernatural P.S., but uses up two melee attacks.

Power Dive: 1D6x10 M.D. but uses all melee attacks.

Magic: None

Psionics (limited): Sense magic, detect psionics, and see aura. I.S.P.: M.E. x2

Enemies: A predator that feeds on medium to large-sized animals and humanoids. Psi-Stalkers, Psi-Hounds, other CS mutant animals, Darkhounds and Simvan are regarded as natural enemies to be avoided in large groups and killed when alone or in small groups.

Psychics, magic practitioners, supernatural beings and mega-damage creatures are seen as too powerful to make good prey and are generally left alone.

Habitat: Temperate Forests, Plains, and Mountain areas of North America. They are comparatively uncommon in the Magic Zone, Midwest and Ontario — they tend to avoid places where magic is strong, but are common throughout the Western territories, Lone Star, Mexico and along the Rocky Mountains. That having been said, lone hunters, pairs and small groups can be encountered almost anywhere in North America.

Dark Behemoth

The Dark Behemoth is a gigantic monster that vaguely resembles a demonic dog the size of a van. Despite its huge size, the Dark Behemoth likes to ambush its prey and often plays cat and mouse games. It does this by burrowing underground at one point, then digging almost completely back to the surface elsewhere. They also sleep, mate and bear young in underground burrows. Lairs where the young are born are usually pretty deep, but burrows used for sleeping are often fairly shallow and may essentially create a temporary hill where, 4-6 feet under the dirt, lays a Dark Behemoth. When prey (almost anything) passes by the front of the hill, the creature lunges out and snatches the unlucky victim with its face tentacle or powerful jaws. If there are more than one targets, the monster will try to kill or seriously injure the first, before attacking another. If it's not very hungry, or the others are putting up too much of a struggle, the monster will pull its first (or easiest) prey into its burrow where it will continue to kill it and then feed. If the prey proves too strong for it, the Dark Behemoth will run away or burrow deeper into the ground, closing off the entrance behind it. Or it may tunnel to a new ambush spot.

The Dark Behemoth does best in hilly regions and places where there is a lot of cover (light forests, ruins, etc.). Like the Blood Hawk, they have found humans and D-bees to be easy prey and often prowl the outskirts and wilderness areas around



farms, towns and villages. They also feed on cattle, livestock (penned and corralled animals are easy prey), deer, buffalo and other medium to large animals, including small dinosaurs and light mega-damage creatures. They are so used to their brute strength and savagery winning the day that they seldom use any finesse or tactics, other than laying in ambush, but that's also because they are lazy hunters. In fact, a Dark Behemoth will sleep half the day and then sun himself for hours, and two cows or 3-4 humans will feed it for a week (they can go without eating for up to a **month**, but they will gorge themselves with two to three times this amount when they finally go hunting).

Thankfully, the Dark Behemoth is a solitary hunter seldom found in pairs or groups except during mating season in the spring (bear one or two offspring) or when a mother is encountered with her young. The young leave their mother one year after birth, and reach full maturity within **18 months**. Note that while Dark Behemoths rarely hunt or live together, several lazy hunters may stake out the same hunting territory, especially if

populated with easy prey (i.e. farms and wilderness communities with livestock and people to eat). While a human is little more than a mouthful, a group of them make a good meal for the monster.

The Dark Behemoth is not very territorial and will tolerate other Dark Behemoths and other predators without incident. Likewise, the monster will ignore even easy prey when it has had its fill. The only time they will fight other creatures is during mating season, when cornered, and when the beast thinks its **kill/food** is threatened. On such occasions, the Dark Behemoth is extremely aggressive, intolerant and may fight to the death. This keeps their population low and stops them from devouring everything in sight.

A hungry Dark Behemoth will attack anything that **moves**, including vehicles, robots, and power armor. Numerous Coalition patrols and adventurers have been ambushed by these **brutes**, only to have the startled monstrosities realize, after they have attacked, that the "thing" it has lunged after is either inedi-

ble or more than it can chew (powerful, outnumber it, etc.). Like the Spiny **Ravager**, the Coalition has targeted the Dark Behemoth for extermination.

Dark Behemoth NPC Monster

Also Known as the Demon Hound and Tank Dog.

Note: These creatures are not suitable as player characters.

Alignment: Generally considered to be a diabolic animal predator.

Attributes: **I.Q.** 1D4+1 (animal), **M.E.** 2D6+4, **M.A.** 1D6, **P.S.** 3D6+30, **P.P.** 2D6+6, **P.E.** 3D6+12, **P.B.** 1D6, **Spd** 3D6+46 running (about 40 mph/64 km; double for brief spurts of 1D4+1 melee rounds as often as every 10 minutes) and **2D6+10** tunneling. Supernatural attributes.

Average Size: 12 to 15 feet (3.6 to 4.6 m) tall, and 25 to 40 feet (7.6 to 12.2 m) long.

Weight: 2-6 tons

Average Life Span: 180-200 years.

Hit Points: Mega-damage creature

M.D.C.: 1D4x100 +320

Horror Factor: 15

P.P.E.: 2D6x10

Natural Abilities: Three tiny eyes, two large mouths (one on each side of the face) and face tentacles. **Nightvision** 300 feet (183 m), exceptional hearing, exceptional sense of smell, track by smell alone 77%, sensitive to seismic vibrations (can sense location of surface movement from underground 62%), tunneling, concealment (self, 88%), climb 60%/10%, heals at an exceptional rate (3D6 M.D. per hour), can leap 20 feet (6 m) high and 40 feet (12.2 m) lengthwise, supernatural strength and endurance. Has a slow metabolism and despite its huge size does not need to consume as much as one would expect.

Face tentacles (special): Down the center of the head, below the tiny eyes (there is no obvious nose) and between the two mouths is a cluster of tentacles. These are used to ensnare prey and pull them toward one or both mouths (two different prey can be pulled to both mouths). There are 6-12 tentacles each, with an approximate P.S. of 17 (supernatural); +4 to entangle. They can also be used as a whip (equal to restrained punch damage).

Magic: None

Psionics: None

Combat: Five physical attacks per melee round. **Special:** If the Behemoth is able to attack from ambush, it is allowed to make one bite attack against a single target *before* combat begins. The victim is caught flat-footed, and cannot defend in any way.

Bonuses: +5 initiative, +4 to strike, +2 to save vs poison and magic, +2 to roll with impact or fall, +6 to save vs Horror Factor (too stupid to be afraid); all in addition to attribute bonuses.

Damage: The Dark Behemoth is extremely strong, with incredibly powerful jaws and legs. The monster usually attacks with its bite, and uses the legs for tunneling. However, it can strike with the front and rear legs:

Punch/Claw Strike: 6D6 M.D.

Power Punch: 2D4x10 M.D. (but counts as 2 attacks)

Mule Kick: 7D6 M.D. (but only to targets behind it)

Bite: 1D4x10+10 M.D.

Death Bite: When the Dark Behemoth is about to die, it will channel the last of its strength into a powerful bite, then lock its jaws. The bite inflicts **2D4x10+20** M.D., and a combined supernatural or robot strength of 60 or greater is required to pry the jaws loose.

Enemies: Preys on anything and everything.

Allies: None per se.

Habitat: Temperate Forests. Currently can be found scattered throughout North America. Comparatively uncommon.

Darkhound

By Peter Murphy & Kevin Siembieda

Popular rumors circulating throughout the Magic Zone have it that the demonic **Darkhounds** are really monstrous mutations of Dog Boys. As the story goes, Lord **Alistair Dunscon** allowed one (or more) of his supernatural "associates" to experiment on captured Dog Boys rather than destroy them. Immobilized by magic, the hapless canines spent weeks being experimented upon. Most perished after agonizing torture, but some (about 15-20%) were warped by magic into a mockery of their former selves. The magical forces that warped the **Darkhound's** body transformed it into a mega-damage creature of immense power, but reduced the creature's intelligence to that of a primordial hunter. If one believes the stories, about half the Darkhounds that exist are transformed Dog Boys. The other half are the result of successful breeding. Lord Dunscon denies these rumors and claims to have no personal knowledge of these creatures.

The Darkhounds do bear a fleeting resemblance to the Coalition's Psi-Hounds, more commonly known as Dog Boys. They are vaguely **humanoid**, have articulated hands and can stand and walk on two legs, however, they usually run and crouch on all fours and are extremely savage hunters who prey on humanoids, particularly supernatural beings, practitioners of magic, psychics (**Psi-Stalkers** are a particular favorite), and members of the True Federation of Magic. Darkhounds are far larger than the average Dog Boy, many reaching eight or nine feet (2.4 to 2.7 m) in height. Their arms are long, gorilla-like, thickly muscled, and end in large, clawed hands. Most have a thick, wild mane of dark hair and a wild look in their eyes. Darkhounds tend to be muscular but lean and mangy, always looking half starved and usually slavering. Their eyes glow a fierce red, and their fur is always sooty grey, or grayish-brown. If they were once Dog Boys, the Darkhounds retain only a rudimentary intelligence, being overwhelmed with an instinctive need to hunt and kill.

There are a few disturbing things that do seem to give the rumors about Dog Boy mutations some credence.

1. Darkhounds possess the **Psi-Hound's** psionic and tracking abilities (as well as resistance to magic and psionic powers ordinary Dog Boys don't have).

2. Darkhounds only began to appear in the last 12 years, some years after Alistair Dunscon's return to Rifts Earth. Moreover, their appearance coincides with increased subversive activity by the True Federation.

3. They *never* attack Dog Boys unless they are attacked first, but have been known to attack other intelligent canines, were-



wolves and other mutant animals. Similarly, they seldom bother human Coalition Troops, and there have been scores of reports concerning **Darkhounds** following CS wilderness squads and platoons, sometimes rooting through their trash or supplies for food, but rarely attacking a single soldier. In fact, there have been five reported incidents (and probably more **unreported**) where Darkhounds have leaped out of the shadows to join CS troops in battles against supernatural horrors, and one incident where a pack of a dozen Darkhounds saved a CS patrol from an ambush by the True Federation of Magic.

Human peasants have also reported Darkhounds coming to the defenses of human children, babies and pregnant females against other monsters and evil sorcerers and psychics.

Note: Officially, Darkhounds are on the CS list of dangerous monsters to be exterminated on sight, however most (90%) CS patrols take no action against them and consider being followed by them as good luck.

4. Approximately 50% of all Darkhounds fashion partial body armor out of scraps. Of those, an estimated 67% seem to prefer and wear Coalition armor! Note: Typical **Darkhound** armor has 1D4x10+15 M.D.C.

5. The favorite weapons of Darkhounds are **Vibro-Blades** and magic blade weapons — **Vibro-Blades** are also favored by Dog Boys.

6. Most of the **Darkhounds'** enemies are the same as the Dog Boys'.

All of the above may be pure coincidence, but 55% of human CS soldiers assigned to wilderness duty, and 82% of all Psi-Hounds (even Kill Hounds), believe the monstrous Darkhounds are ... were ... Dog Boys and remain loyal to the CS and their duty. If the Darkhounds are magically transmuted Dog Boys intended to become monsters to prey on their one-time masters, Alistair Dunscon and his agents made a terrible mistake.

Special Darkhound R.C.C. Abilities

1. Sense **Psychic** and Magic Energy: Basically identical to the Psi-Hound, only keener. Like a bloodhound smelling a familiar scent, the Darkhound can detect the presence of psychic energy; specifically fellow psychics (**I.S.P.**) and magic energy (**P.P.E.** used as a spell, in magic devices and large amounts in people; 80 or more points). The ability is constant and automatic, just like the ability to see and smell.

The Darkhound can sense whenever a psionic ability or magic spell is used within the range of sensitivity. If the energy is being continually expended, like a series of magic or psionic attacks, or is of a **duration/effect** longer than one melee round (15 seconds), the creature can trace it with relative ease to the source (i.e. the character or creature using the psionics or magic). Several psionic or magic characters using their powers in the same general area will easily lead the canine monster to that location, but it will not be able to discern and remember (recognize) any of their *psychic scents* at a later time. Several psionic or magic characters using their powers over a large, scattered area of the sensing range does not confuse the senses and the Darkhound is typically drawn to the most powerful.

Base Skill: 70% +2% per level of experience (roll once every melee round). Reduce by 10% when multiple sources are scattered throughout the sensing range.

Range: Sensitivity to a fellow psychic or magic practitioner *not* using his powers is 50 feet (15.2 m) +5 feet (1.5 m) per each additional level of experience. Sensitivity to psionic and magic powers being *used* is 1000 feet (305 m) +50 feet (15 m) per level of experience. Roll percentile dice every 1000 feet (305 m) to see if the predator is still on the trail. A failed roll means the psychic scent is lost.

I.S.P.: None, an automatic ability.

2. Recognize Psychic Scent: It is also possible for the Darkhound to recognize the *psychic scent* of specific races, monsters, and individuals well known to it.

A *psychic scent* is the particular signature that emanates from a psychic, practitioner of magic or supernatural being every time they use their psionic powers or cast magic. The emanation from each individual is unique and distinct, like a psychic fingerprint. Unfortunately, the Darkhound's ability to sense and recognize these psychic signatures is less developed than the Psi-Stalker's. Still, the mutant canines *may* recognize the general type of creature (human, Burster, Simvan, Psi-Stalker, etc.), and even the psi-scent of specific individuals that the Darkhound has encountered on numerous occasions and knows well.

Base Skill: 20% +4% per additional level of experience to recognize the *psychic scent* of general races. Also see number three, *Sense Supernatural Beings*.

14% +2% per additional level of experience to recognize a specific individual. +10% bonus if the creature has a bit of hair, skin, blood, or an article of recently worn clothing (4 hours or less) to follow the psychic trail. And +10% if the prey is somebody the character knows well.

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.

Duration: Automatic and constant.

I.S.P.: None, automatic ability.

3. Sense Supernatural Beings: Identical in basic function and principle to the ability, *Sense Psychic and Magic Energy*, described in number one, above, except the creature is much more sensitive to the very distinctive psychic scent of the supernatural.

Base Skill: 72% +2% per level of experience to identify the specific type/race of paranormal creature, and includes alien intelligences, gods, demigods, demons, vampires, and dragons. This ability can also detect whether a person is possessed by supernatural beings.

Base Skill at tracking by this scent: 50% +5% per level of experience. 70% +3% per level of experience *if* the supernatural being is also using psionics or magic.

Range: 100 feet (30.5 m) per level of experience to sense the presence of a supernatural being when it is not using any special, magical or psionic powers.

1000 feet (305 m) +100 feet (30.5 m) per additional level of experience when the supernatural force is actively using its supernatural powers, magic or psionics.

Duration: Automatic and constant.

I.S.P.: None, automatic.

Note: Close proximity to ley lines and nexus points disrupts the psychic senses.

4. Other Psionic Powers: The Darkhound gets Sense Evil, Sense Magic, Deaden Senses, Nightvision, Resist Fatigue, and Empathy (receiver only, not transmission), plus the choice of one additional sensitive power. Darkhounds are effectively master psionics with special psionic sensitivity as described above.

5. I.S.P.: Roll 1D6x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience.

I.S.P. is regained at the rate of 2 per hour of activity, or 12 per hour of meditation or sleep.

6. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

7. P.P.E.: Most of the creature's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

8. R.C.C. Bonuses: +2 on initiative at levels 1, 4, 8 and 14, +1 attack per melee round at levels 1, 5, and 10, +1 to strike, +3 to pull punch, +1 to roll with impact or fall, +4 to save vs horror factor, +3 to save vs disease and poison, +2 to save vs possession. The physical endurance of the Darkhound is supernatural which means it takes about 10 times the exertion of a Dog Boy. All bonuses are in addition to attribute and hand to hand bonuses.

Magic resistance: Darkhounds are surrounded by an invisible field of energy that dulls the effects of magic. Even when the creature fails to make a successful saving throw, the effects of the magic are reduced by half (damage, duration, penalties, etc.).

Furthermore, the Darkhound is impervious to the animal affinity and control powers of Simvan, Psi-Stalkers, and Psi-Druids and similar psionic and magic powers (including repel animal and summon animals).

9. Superior sense of smell. Same as the Dog Boy.

Common and strong scents: Recognize and accurately identify general/common/known smells, including gases, food, animals, and the path used by a group of humans, mutant animals, D-bees or monsters, as well as other strong and/or distinctive odors.

Base Skill: 70% +3% per level of experience.

Range: 100 feet (30.5 m) per level of experience.

Identify specific odors: Including the scent of specific individuals (specific characters), poisons or drugs mixed into food or drink, unique and usual scents. The Darkhound must be familiar with the target subject *and/or* have a piece of clothing, hair, blood, etc., that the tracker can use as a reference.

Base Skill: 54% +2% per level of experience.

Range: 25 feet (7.6 m) per level of experience.

Track by smell alone! This means the mutant canine relies entirely on his sense of smell. This also means that a Darkhound can sniff his way through total darkness if there is a scent that can be followed, and also that the character suffers only *half* the normal penalties to strike, parry, and dodge when blinded or in total darkness. When combined with the Darkhound's superior sense of hearing and ability to *sense* magic and psychic energy and the supernatural, this formidable hunter can usually put to

gether an incredibly accurate picture of who or what it is tracking and just how near or far it may be.

Base Skill: 40% +4% per level of experience.

A few notes about tracking by scent: In most cases, the Darkhound character should roll once for every 1000 feet (305 m) to see if he or she stays on the trail (half that distance if the scent is unusually light or if the trail is covered in light rain or snow). A failed roll means the trail has been temporarily lost. Two successful rolls, out of three tries, means the trail has been rediscovered. Two failures means the trail is lost. **Note:** The Darkhound can smell a scent that is as much as four days old (96 hours), as long as the trail has not been washed away. Can *NOT* track through water, nor smell Astral Beings, Ghosts or energy beings, although he can probably "sense" their presence and general locale if nearby. Also, despite what many people may think, a dog can *NOT* see any better in the dark than humans. However, their exceptional sense of smell and keen hearing helps compensate for their lack of sight.

10. Keen Sense of Hearing. Darkhounds have exceptional hearing and can hear into a higher range of sound and can register sounds of 35,000 vibrations per second compared to 20,000 in humans and 25,000 in cats. Additionally, their large ears work like external sound receivers that can prick and swivel to focus in on the sound of the noise (thanks to 17 ear muscles). They can also shut off their inner ear to filter the general din of noise to zero in on the sound they want to concentrate on.

11. Good Sight. Perfect 20/20 vision with a field of vision that is 270 degrees; compared to the human's 100 degrees. Darkhounds see color in a similar range as humans, but the colors are a bit dull.

12. Sense of Taste and Biting. Fair sense of taste.

13. Sensitivity to Ley Line energy. Ley lines and nexus points impair and even obliterate the Darkhound's psychic and supernatural sensing abilities. This means the creature cannot use these abilities to locate magic or supernatural prey or to sense their appearance when on a ley line or near a nexus. However, the creature's normal physical senses, especially smell, are not affected and the other psychic sensitive abilities are enhanced (as usual). Still, the Darkhound is leery around places of magic and often shows uncharacteristic signs of being nervous and on edge. They are afraid during *Ley Line Storms* which actually cause physical discomfort to them — headaches, crackling sounds in the ears, and static electrical **build-up/shocks**, plus they are two times more likely to be struck by ley line energy and lightning.

14. Hates practitioners of magic, especially evil ones, above all others, with evil supernatural beings following behind as a close second. This hatred is almost obsessive. Magic practitioners and the supernatural are their favorite prey. They also prey upon powerful Major and Master Psychics, especially evil ones, creatures of magic (including Faerie Folk and dragons) and monsters of all kinds. This hatred is either instinctive or part of some racial memory psionically passed on from parent to offspring, as is the strange affinity for Dog Boys, CS soldiers, and innocent, normal humans.

Darkhound — NPC Villain & Optional Player R.C.C.

Player Character Note: If allowed as a player character, the player faces a challenge: to play a character with the I.Q. of a five year old child and the aggressive, predatory instincts of a crazed hunter — a character who is more *animal* than human. The Darkhound character will take an instant and lasting dislike and distrust toward all magic characters and creatures of magic, even those of good alignment and who are always kind to it. The Darkhound will growl at them and avoid their company. If the monster even thinks they are about to attack it or a friend, the Darkhound is likely to respond with immediate and deadly force. Likewise, it will not negotiate or pow-wow with evil magic practitioners, evil psychics or supernatural beings, and will attack them without hesitation or mercy. Similarly, while the Darkhound can exhibit stealth and some degree of patience when hunting, he is very direct in everything he does and seldom bluffs.

The Darkhound can use simple weapons and tools, with swords and **Vibro-Blades** being its favorites. However, it cannot pilot a vehicle, operate a radio or computer, nor understand the written word; it has enough problems with the human language.

Alignment: Any, but typically anarchist (33%), unprincipled (23%), aberrant evil (24%), and despite their alignment, most are essentially bloodthirsty predators when it comes to psychics, practitioners of magic, and supernatural beings.

Attributes: I.Q. 2D4+2, M.E. 2D6+8, M.A. 2D4+1, P.S. 3D6+10, P.P. 3D6+6, P.E. 2D6+10, P.B. 2D4, Spd 6D6+10; physical attributes are considered supernatural.

Size: 8 or 9 feet tall.

Weight: 400 to 500 pounds.

Hit Points: Mega-damage creature

M.D.C.: 3D6x10, plus 2D6 per level of experience. Use the same experience table as the Juicer. If it was ever a Dog Boy, it begins life anew as a Darkhound.

Horror Factor: 11 — 14 to supernatural creatures and magic practitioners, especially members of the True Federation.

Average Level of Experience (NPC): 1D4

R.C.C. Skills: Land Navigation (+20%), Wilderness Survival (+20%), Climb (+15%), Swim (+20%), Prowl (+10%), Intelligence (+5%), W.P. Sword or Knife, and all speak American at 45% +3% per level of experience and may pick up one additional language at 35% +3% per level of experience.

The Darkhound can also select four Secondary skills without benefit of bonuses. Available skill categories are limited to: Physical: Any, Technical: Spoken language and lore skills only, and Wilderness: Any.

Combat: The equivalent of Hand to Hand: Expert; also see bonuses.

Bonuses: See #8 "R.C.C. Bonuses" above.

Damage: Damage is almost always inflicted with bites and claws, or by a blade weapon.

Claws: 2D6 M.D. plus supernatural strength damage.

Bite: 4D6 M.D. regardless of P.S.

Darkhounds are excellent climbers and prowlers, and like to leap on their opponents and attempt to overwhelm them with the sheer ferocity of their attacks.

Magic: None

Psionics: As noted previously.

Average Life Span: Unknown; perhaps 30-40 years.

Habitat: Darkhounds are capable of surviving almost anywhere. However, they are found primarily in the wildernesses of the Magic Zone, Ohio, and lower Great Lakes regions. They often travel and hunt at night and are social animals who gather in small packs of 4D4 Darkhounds and occasionally in small, diverse groups of mixed races (i.e. Dog Boys, Humans and animal-like D-bees are most likely). Although they are attracted to Dog Boys and CS humans, most Darkhounds keep their distance and avoid prolonged or regular

contact. Any Darkhound who is a member of an adventurer's group is an extreme rarity.

Enemies: No real enemies as such, rather, almost anything that moves is considered food if it is warm and living.

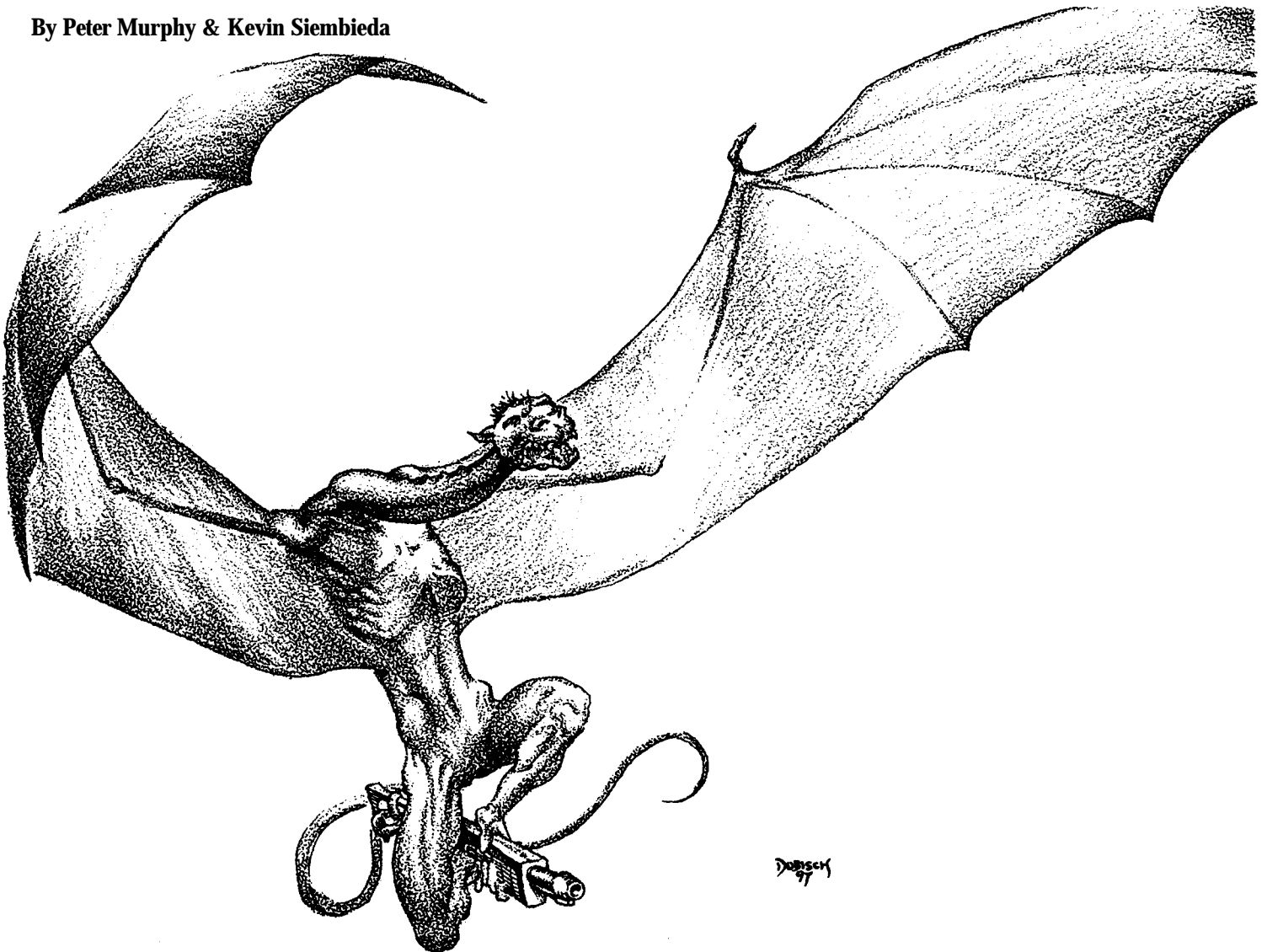
Standard Equipment: Darkhounds generally don't have much of anything except the ragged remains of clothing (if any) and possibly some homemade, piecemeal body armor. They do not use guns of any kind but will have one **Vibro-Blade** and a knife to start. May also use blunt weapons (clubs, etc.), staves, and magic blade or blunt weapons.

Money: None; don't need any

Cybernetics: Not possible.

Dragon-Ape

By Peter Murphy & Kevin Siembieda



Dragon-Apes are weird little creatures (little compared to real dragons) who are much more dangerous than most people initially expect. They are incredibly wicked, cruel and self-serving. Most are gluttons for food and alcohol, as well as obsessed with the acquisition of wealth (sometimes power instead). They are, with increasing frequency, the henchmen of powerful practitio-

ners of magic, greater demons and evil Master Psychics, especially Psi-Ghosts, **Mind Melters** and **Mind Bleeders**. Lord **Dunscon** uses several as spies, thieves, and assassins.

The Dragon-Ape gets its name from the fact that it resembles a hairless ape, with prehensile feet, a long tail, and a small, apeish/baboon-like head, but with a long, serpentine neck, and

large dragon or bat-like wings. The only hair on the beast sprouts on the top of the head like a short brush cut. The skin color ranges from a pale or grayish pink with darker grey or red wings to grayish blue with a light underbelly and dark wings.

Despite its monstrous animal appearance, the Dragon-Ape is incredibly intelligent, cunning, resourceful and tricky. They are infamous for their sadistic sense of humor (usually debilitating to the recipient of the prank, or leaves scars), lies and treachery. Most enjoy engaging in acts of mental and physical torture, blackmail, and cat-and-mouse games. They are excellent climbers and can hang upside down from ceilings like bats.

Dragon-Ape NPC Villain & Monster

Player Note: The Dragon-Ape is generally a vile, selfish and treacherous creature *not* intended for use as a player character. If a G.M. allows one as a player character, it will be of an anarchist or evil alignment and is a potential detriment to the player group. If a rare unprincipled, good or aberrant Dragon-Ape, the character will be viewed by most people as a feared and hated monster not to be trusted, and as a wimp and a loser by fellow Dragon-Apes and similar miscreants.

Alignment: Typically miscreant (40%), diabolic (25%), and anarchist (25%).

Attributes: I.Q. 2D6+6, M.E. 3D6+3, M.A. 3D6+2, P.S. 3D6+8, P.P. 3D6+6, P.E. 4D6+4, P.B. 2D4+1, Spd 6D6 (ground), 2D4x10+22 (flying); all physical attributes are considered supernatural.

Size: 9-12 feet (2.7 to 3.6 m) tall/long from tip of the snout to the end of the tail, but its main body from the top of the shoulders to the bottom of its feet is only around five feet (1.5 m) tall. Wingspan is 15 to 20 feet (4.6 to 6 m) fully extended, but can fold up, like a bat, to be very compact.

Weight: 600 to 700 lbs.

Average Life Span: Unknown; estimated at 400-700 years.

Hit Points: Mega-damage creature.

M.D.C.: 3D6x10 +100

Horror Factor: 13

P.P.E.: 3D6x10 +M.E. attribute number and 2D6 per level of experience.

Average Level of Experience: 1D4+3 for NPCs; starts at level one or two for the rare player character. Use Dragon E.P. table.

R.C.C. Skills: Speaks Dragonese, Demongogian and American (all +30%) and two languages of choice, literacy in one language (+10%), basic math (+20%), land navigation (+20%), wilderness survival (+10%), intelligence (+20%), interrogation (+10%), track (+10%), escape artist (+15%), acrobatics (+10%), climb 90%/80%, find contraband (+10%) and two W.P.s of choice. In addition, the Dragon-Ape can select three Rogue and three Espionage or Military skills of choice (+5%) each.

Natural Abilities: Fly, prehensile tail, prehensile feet, double-jointed, nightvision 500 feet (152 m), takes half damage from heat and fire, bio-regenerate 3D6 M.D.C. per minute, supernatural strength and endurance, see the invisible, immune to poison and disease.

Combat: Seven physical or two spell attacks per melee round.

Bonuses: +4 on initiative, +2 to strike, parry, and dodge, +2 to disarm, +2 to entangle, +2 to save vs magic, +1 to save vs

psionic attack, and +3 to save vs Horror Factor; all in addition to attribute bonuses.

Damage: Via supernatural P.S. for punches and kicks, and may use most types of weapons with its prehensile feet and melee weapons (sword, club, etc.) with its tail.

Bite: 2D4 M.D.

Wing Strike: 1D6 M.D.

Body Slam: 2D4 M.D.

Whipping Tail: 2D6 M.D.

Strangle with tail: P.S. damage per each tightening of the tail (each counts as two melee attacks). Tail has P.S. 20% less than its normal strength.

Magic: Death Trance, Chameleon, Invisibility, Globe of Daylight, Shadow Meld, Cloak of Darkness, Horror, Influence the Beast, Frostblade, and Power Weapon (the latter spells are described in *Rifts® Federation of Magic*). In addition, the creature can select a total of three spells from spell levels 1-5 at each level of experience.

Psionics: None

Weapons and Equipment: Being users of magic, they covet and collect magical items as well as gems, jewelry, credits and other valuables. Any given Dragon-Ape NPC has a 01-50% chance of having some minor magical item, such as a potion or scroll, and a 01-30% chance of owning a magical or Techno-Wizard weapon; G.M.'s discretion.

Money: Many amass a great treasure-trove worth hundreds of thousands to millions of credits.

Allies: Loves to associate with powerful psychics and practitioners of magic, but may associate with dragons, demons, bandits, mercenaries and any evil force that will garner it wealth.

Enemies: Everyone who isn't an associate or on their side.

Dragon-Cat

By Patrick Nowak

Judged on its appearance alone, the Dragon-Cat seems to be nothing more than a huge, alien predatory animal that resembles a combination of hunting cat and dinosaur. It stands some ten feet (3 m) high and measures twenty feet (6.1 m) from dagger-like teeth to slender, semi-prehensile tail. Huge steel-rendering claws extend from all six of its legs and the creature's scaly skin is tougher if not thicker than M.D. body armor. There can be no question that the Dragon-Cat, with its explosive speed and cat-quick reflexes, is a fearsome hunter. Yet it is not a dumb beast but instead a creature of magic akin to the sphinx or dragon.

Like them, each Dragon-Cat possesses its own individual personality and the ability to make rational, intelligent decisions. Although incapable of speech, these magical creatures wield the forces of magic and psionics and can communicate via telepathy.

In many ways, Dragon-Cats are less monstrous than those, like the Coalition, who would destroy them based solely on their alien appearance and superhuman powers. They are at least neutral towards, if not indeed friendly to, all intelligent life forms. A typical Dragon-Cat has the heart of a Cyber-Knight champion and holds dear the virtues of life, freedom, honesty, loyalty and



fair play. That is why Dragon-Cats frequently volunteer to be used as mounts and allies for humanoid whom they see as kindred spirits; typically Mystical Indian Warriors, Wilderness Scouts, Cyber-Knights, Simvan, Psi-Druids and Psi-Warriors. Note: Dragon-Cats are found in the Magic Zone, New West, and Canadian Northwest, but are comparatively rare, with less than an estimated 1000 throughout North America. They are not known to exist in Central or South America or anywhere else in the world.

Dragon-Cat NPC and Optional Player Character

Player Character Note: Any Dragon-Cat allowed as a player character is likely to be young and inexperienced; first or second level. Like dragon hatchlings, they tend to be naive and curious, both traits that can get them and their travelling companions into trouble. Unlike dragons, these feline creatures have difficulty understanding technology (never use it) and the politics of humanoids and "civilization." They feel uncomfortable in cities and towns and rarely settle down; they prefer to wander the wilderness, explore and engage in adventure.

Alignment: Any, but most (68%) are scrupulous or unprincipled.

Attributes: I.Q. 1D6+5, M.E. 2D6+6, M.A. 2D6+6, P.S. 4D6+12, P.P. 2D6+18, P.E. 3D6+10, P.B. 2D6+10, Spd. 3D6x10. Supernatural attributes.

Size: 8-10 feet (2.4 to 3 m) tall and 15-20 feet (4.6 to 6.1 m) long, including the tail which is typically 5-8 feet (1.5 to 2.4 m) long all by itself.

Weight: 1200 to 1800 lbs (544 to 816 kg)

M.D.C.: 4D6x10 +P.E. attribute number. Add 3D6 M.D.C. per level of experience.

Average Level of Experience (NPC): 1D4+3

Horror Factor: 12

P.P.E.: 2D4x10 +P.E. attribute number.

Natural Abilities: Nightvision 1000 feet (305 m), prowl 70%, climb 65%, swim 50%, gymnastics 70%, track by smell 46%, can leap 20 feet (6.1 m) high or 30 feet (9.1 m) long (50% greater with a running start), fire/heat resistance (half damage), bio-regenerate 1D6 M.D. per hour, sensitivity to the supernatural (similar to Dog Boys): detects supernatural presences at a range of 500 feet (152 m).

Telepathic Bond (special): A Dragon-Cat has the ability to forge a telepathic bond with one person whom it respects and trusts — most often, this is its rider/riding companion. This link allows instant, secure communication via telepathy between rider and Dragon-Cat without I.S.P. cost at a range of 3000 feet (914 m). The bond also works on a subconscious level, enabling the pair to function with complete synchronization and in total simpatico as if a single organism.

Telepathy Range: 3000 feet (914 m).

Bonuses from Bond with the **Rider/Friend:** +20% to Exotic Horsemanship skill when riding the Dragon-Cat, add one attack per melee round when riding the big Cat, +2 on initiative, +1 to strike, +1 to parry, and +6 M.D. on charging attacks with a melee weapon (spear, lance, sword, etc.).

Combat: Five physical or psionic attacks per melee round or two by magic.

Bonuses: +3 on initiative, +4 to strike, +3 to parry and dodge, +5 to roll with impact or fall, +2 to pull punch, +1 to save vs magic, +5 to save vs psionics and +6 to save vs horror factor. All bonuses are in addition to attribute bonuses.

Damage: Based on supernatural P.S. (typically 4D6 S.D.C. on a restrained punch, 2D6 M.D.C. on a full strength punch, and 4D6 M.D.C. on a power punch). Claws add 2D6 M.D. to punching attacks. Bite does 5D6 M.D. A special pounce attack inflicts 3D6 M.D. and is likely (1-88% chance) to pin the victim who loses two melee attacks/actions (counts as two attacks).

Magic: Spell casting abilities are limited to the following innate magic abilities: Blinding Flash, Breathe Without Air, Climb, Cloud of Smoke, Repel Animals, Shadow Meld, Turn Dead, Manipulate Objects, and Sustain (see *Rifts® Federation of Magic™* for the last two spells). Equal to a 3rd level Ley Line Walker regardless of actual level of experience.

Psionics: The equivalent of a Master Psychic with limited abilities; Impervious to Cold, Mind Block, Presence Sense, Resist Fatigue, Resist Hunger, Resist Thirst, See Aura, Telepathy and Telekinetic Push, plus one physical, one sensitive and two healing abilities of choice. **I.S.P.:** 1D6x10+10per level.

Average Life Span: 200-300 Earth years.

Habitat: The terrain of their native dimension consists mainly of dusty savannas dotted with dwarf trees and scrub brush. Despite the differing conditions, the species has adapted quite easily to North America, with the American Northwest and Western Canada being its favorites. Dragon-Cats are found in greatest abundance in three main areas: 1. Along the border of Lone Star's (Texas) northern quadrant and Oklahoma. 2. The area around the Calgary Rift, including Alberta, Columbia, Montana, and the Dakotas. 3. The Ohio Valley/Magic Zone, mainly because of the diversity of magical and psionic life forms, as well as heroes.

Allies: Dragon-Cats are willing to befriend any creature that is honorable and shares similar ethics. When selecting a rider or "bond-mate," these creatures prefer Mystical Indian Warriors, Wilderness Scouts, Cyber-Knights, Simvan, Psi-Druids and Psi-Warriors, but also like Dog Boys and most psychics.

Enemies: Most Dragon-Cats are instinctual and ethical champions of good and will therefore oppose evil in all its forms. They loathe fiends such as evil Shifters, Demons, Deevils and other extra-dimensional predators that prey upon the weak and innocent. The hate people who enslave others above all.

Land Ray

By Patrick Nowak with Kevin Siembieda

The Land Ray is an alien, animal predator that resembles Earth's Manta Ray. Like the indigenous ocean ray, this alien creature has a thin, flat, rubbery body with swooping wings and a whip tail. However, the only thing these two species have in common is their basic appearance. The Land Ray is an amphibian that can live, breathe and hunt both in air and fresh water. The Land Ray is a mottled green in color, has a longer prehensile tail and a pair of football size lumps positioned on the top of its head behind the eyes. These lumps are extrasensory perception organs that provide the creature with psychic abilities.

Without psionics a Land Ray would be just a slow-crawling, defenseless blob on land. Instead it is a fierce predator that uses psionics to move quickly on land and through the air, to find

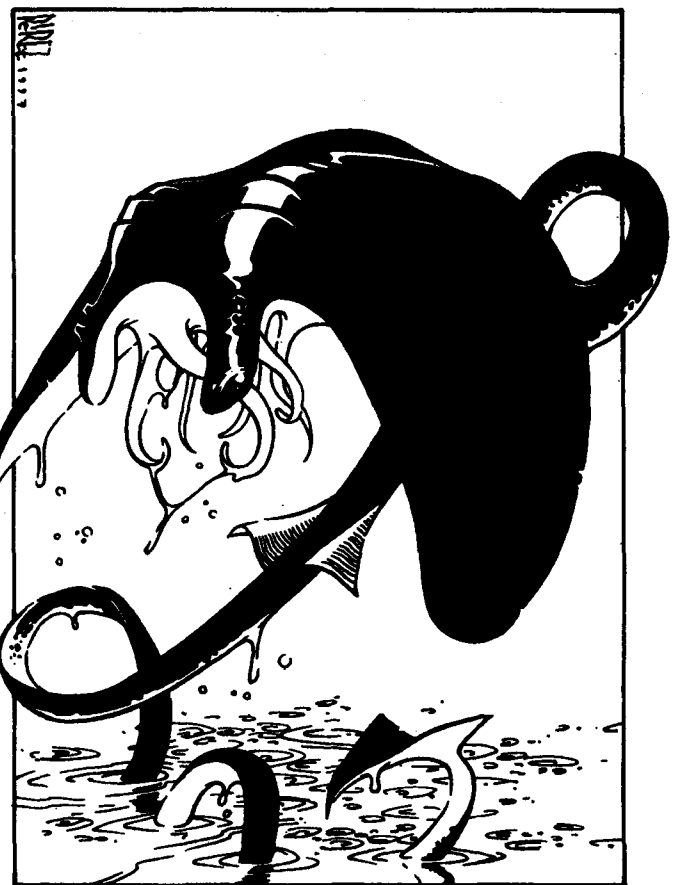
prey, and to fight. Land Rays get around using psychic flight, a combination of levitation and telekinesis, to soar among the trees searching for prey. They fight with a Psi-Sword that projects from the tip of their whip tail and use bio-manipulation to stun and impair prey. A sixth sense warns them of danger and psychic force fields help to shield them from harm.

The Land Ray is found in many swamps and small lakes throughout the regions around the Great Lakes, Magic Zone, southeastern America and southern Canada, but can be found in smaller numbers in Quebec and other northern climates — they avoid extremely hot and or dry climates. They can hunt as lone individuals, in pairs, or in groups of 3D6 Rays. They are most numerous near slow moving bodies of water and swampland, but also roam forests and can be found as far as 30 miles (48 km) away from water. They aren't picky eaters and will prey upon anything, including amphibians, snakes, aquatic birds and scraps of meat and poultry, but their favorite prey are woodland animals and people. One to three Land Rays are most likely to attack a lone, injured or sickly human, D-bee, or a tethered pack animal, and avoid groups of people (3 or more). However, packs of 6-18 Land Rays have been known to attack humanoid parties as large as a dozen people. Some will flee if their quarry proves to be too difficult, but about 50% will fight to the death. They are the bane of Great Lakes pirates, because they are bold enough to board ships and sometimes sneak into camps on shore and steal away one or two sleeping people or livestock.

Land Ray NPC Monster

Alignment: Considered to be anarchist or miscreant.

Attributes: Low animal I.Q. 4, M.A. 1D6, M.E. 3D6+6, P.S. 3D6+6, P.P. 2D6+10, P.E. 3D6+6, P.B. 2D6, Spd. 1D4 crawling on land, 20 swimming underwater and 44 flying (30 mph/48 km



TK flying, but capable of high speed dives from **treetops**, or leaps from the water's edge, at speeds of 60 **mph/96 km**). This is not a supernatural or **M.D.C.** creature.

Size: Wingspan of 10 feet (3 **m**) and 7 to 8 feet (2.1 to 2.4 **m**) in length.

Weight: 160 to 250 **lbs** (72.5 to 113 **kg**)

Average Life Span: 25 Earth years.

Hit Points: P.E. x3; **S.D.C.:** P.E. +4D6

M.D.C.: The horrid creature can raise a Psychic Body Field and **Telekinetic Force Field** to protect itself in combat. It can also use telekinesis to block some attacks and can parry with its tail and **Psi-Sword!** See psionics for details of all its powers.

Horror Factor: 10 for 1-4 Rays, but 13 if attacked by a pack of 8 or more.

P.P.E.: 3D6

Natural Abilities: Psionics, prehensile tail used to stab and **whip**, **nightvision** 2000 feet (610 **m**), cold resistant (half damage), swim 88%, hold breath underwater for **1D4+10** minutes, prowl 60%, wilderness survival 70%, land navigation 70% and track by sight 54%.

Combat: Three physical or psionic attacks per melee round.

Bonuses: +2 on initiative, +2 to strike, +1 to parry, +2 to dodge, +4 to roll with impact or fall, +4 to save vs poisons and toxins, and needs a 12 or higher to save vs psionic attack.

Damage: Bite inflicts 4D6 **S.D.C.**, slashing tail attack (without the **Psi-Sword**) inflicts 4D6 **S.D.C.**, while a **Psi-Sword** tail strike does 6D6 **M.D.!**

Magic: None.

Psionics: Naturally psionic animal predator with the special powers of *Telekinetic Flight* with unlimited duration and no **I.S.P.** cost (30 **mph/48 km** TK flying, but capable of high speed dives from **treetops**, or leaps from the water's edge, at speeds of 60 **mph/96 km**) and *Psychic Body Field*: 40 **M.D.C.**, costs the Land Ray only 10 **I.S.P.**, duration is 8 minutes per use and while the force field is up the Land Ray can use its other psionic powers, including **Psi-Sword**.

It also has the psionic powers of **See the Invisible**, **Sixth Sense**, **Presence Sense**, **Bio-Manipulation**, **Levitation**, **Telekinetic Force Field**, **Telekinetic Lift**, **Telekinetic Punch** (with tail), and **Telekinesis** (super). Level of proficiency is equal to a 4th level Master Psychic.

I.S.P.: 2D4x10 plus **M.E.** attribute.

Habitat: Land Rays prefer forest terrain, swamps and slow moving water because all of these areas have animals to prey upon as well as plentiful cover in which to hide from larger predators. These **manta-ray** like creatures cannot tolerate overly warm temperatures and thus stay in temperate and sub-arctic regions. Land Rays are common in the Great Lakes region (including Ontario), southeastern United States, Hudson's Bay (northern Free Quebec), and the British Isles.

Allies: None, except for fellow Land Rays. The creatures group together in packs of 3D6 members although they typically hunt alone or in pairs.

Enemies: Land Rays have no sworn enemies as such, but they view most humanoids and mammals as nothing more than food sources and will attack accordingly. Even other predators are not safe from attack because they are seen as competition for food, and as food themselves. Land Rays are known to attack other predators to drive them from their territory.







Necrophim & Soul Snakes

By Kevin Siembieda, inspired by the art of Mike Dubisch

The Necrophim is a horrible, bloodthirsty nightmare of a monster. They are sometimes worshiped as gods or demonic angels of war, death and pestilence, and are feared and hated throughout the Megaverse.

Necrophim are created by hideous serpents known as **Soul Snakes**. These vile creatures are powerful in and of themselves, possessing all Mind Bleeder, Sensitive and Super-Psionic abilities as well as natural dimension spanning powers similar to greater demons and gods. However, their power is magnified a hundred fold when they make a symbiotic link to mortal beings. Humans, True Atlanteans and Elves are their favorite prey, but they can bond with any intelligent, mortal being (no mega-damage creatures, supernatural beings or creatures of magic). Within 48 hours of bonding with a mortal, that person is transformed into a powerful demonic thing known as a **Necrophim**. Once linked to a mortal host body, the Soul Snake is attached to it until the Necrophim is slain. While so linked, it is stuck on that world where the "Two Who Are One" reap havoc and death. Only when the Necrophim is slain is the Soul Snake free to leave that **world/dimension and/or** search for another fool to become a Necrophim.

The Necrophim is typically a female, for the Soul Snake uses guile and seduction as one of its favorite tools for manipulation, as well as a weapon of destruction. The host body must desire the powerful (and evil) union which the Soul Snake offers. Once a willing "partner" and host is found, the demonic snake physically attaches itself to the base of the skull and spine, while it sends psionic tendrils that permanently attach it to the person's psyche and life essence — soul. Once attached, it cannot be removed without killing the physical host body of its partner. However, there is no fear of killing an innocent, for once the two bond, they truly become twin evil minds and spirits unified

in evil, hate and purpose — to bring sorrow, misery, pain and death to all other mortals.

The physical transformation that takes place over the initial 48 hours turns the once mortal **host/partner** into a mega-damage demon. The arms turn into lashing and strangling tentacles 20 feet (6 m) long. **1D4** additional tentacles, 12 feet (3.6 m) long, grow from the lower back, each adding one attack per melee to the monster's overall combat abilities. All hair falls out and the head becomes skeletal, with the skin pulled tightly over the skull and bare teeth showing. The Soul Snake is usually concealed, with only a pair of small tentacles leading from each ear hole to the back of the head and a spiny coil of tentacle (actually the serpent body) protrudes from the base of the skull and runs along the spine to the lower back. The Soul Snake rarely shows its full body (as seen in the illustration) unless it is furious (+3 to H.F. of the Necrophim when this happens) or when its **partner/host** is slain and the demon snake makes its exit.

Necrophim & Soul Snake NPC Monster

Also Known as the "Two Who Are One."

Note: These repugnant, murderous creatures are not suitable as player characters.

Alignment: Diabolic

Attributes (Necrophim): I.Q. as it was in life (roll for that species; typically 3D6), M.E. 2D6+6, M.A. 1D6 (+6 when in humanoid disguise), P.S. 2D6+30, P.P. 2D6+6, P.E. 2D6+12, P.B. 1D6 (up to 22+1D4 in humanoid disguise), Spd 2D6+12. Supernatural attributes.

Attributes (Soul Snake): I.Q. 1D6+19, M.E. 1D6+19, M.A. 1D6+9, P.S. 2D6+9, P.P. 2D6+9, P.E. 2D6+9, P.B. 1D4, Spd 1D6+19 slithering and climbing, but can also fly at 30 mph (48 km; maximum altitude 1000 feet/305 m). Supernatural attributes.

Average Size (Necrophim): 20% larger than its original species, so humans would be around 7.5 feet (2.3 m) tall. Main arm tentacles are 20 feet (6 m) long, and the secondary, back tentacles, 12 feet (3.6 m) long.

Average Size (Soul Snake): 6-10 feet (1.8 to 3 m) long.

Weight: Necrophim: 500 lbs (225 kg); Soul Snake: 25 lbs (11 kg).

Average Life Span: Necrophim and Soul Snake live until destroyed.

Hit Points: Mega-damage creatures.

M.D.C.: Necrophim: 1D4x100+250; Soul Snake: 300 +P.E.

Horror Factor: Necrophim in true form 15; Soul Snake 15.

P.P.E.: Necrophim 4D6; Soul Snake: P.E. x30 (450 average).

L.S.P.: Necrophim: none; Soul Snake: M.E. x20 (450 average).

Natural Abilities (Necrophim): **Nightvision** 500 feet (152 m), exceptional hearing, prehensile tentacles, climb **95%/85%**, can leap 10 feet (3 m) high and 12 feet (3.6 m) lengthwise (50% greater with a running start),

Lust for Blood (special): The Necrophim feeds on the blood and internal organs of humans and **D-bees**. She needs to feed at least once every four days, but often feeds every two. This lust and affinity for blood means it can smell blood up to one mile (1.6 km) away, tell the difference between the blood of humans, D-bees, animals and supernatural beings, and track blood scent 72%.

Metamorphosis (special): The monstrous visage of the Necrophim is its true appearance, a physical reflection of its

evil nature, but the foul creature can **metamorph** at will to appear either as it did in its mortal life before the union with the Soul Snake, or into a beautiful female of that species (P.B. 22+1D4). This deceptive appearance can be maintained for 12 hours out of every 24.

In this form, the creature retains all of its supernatural attributes, but physical attacks per melee are reduced to three and psionic ones also to three, or one by magic. To enjoy the benefits of its full power (6-9 physical and 5 psionic or two magic attacks), the horrid fiend must assume its "true" monster form.

Natural Abilities of the Soul Snake: When not attached to a host-partner, the serpent can fly at 30 mph (48 km; maximum altitude 1000 feet/305 m), swim 90%, climb 80%/60%, prowl 80%, bio-regenerate 1D6x10 per minute, is impervious to disease and poison, and can perform the following at will and without I.S.P. or P.P.E. cost: Turn invisible at will (indefinite), dimensional **teleport** 70%, and reduce size by 50%.

Magic: Necrophim: None.

Only the Soul Snake can cast magic, but remember that both minds work together to kill, maim and spread suffering and death. Magic is limited to the following: Tongues, Repel Animals, Blind, Mute, **Agony**, Life Drain, Calling, Domination, Compulsion, Sickness, Spoil, **Control/Enslave** Entity, Create Zombie, Turn Dead, Dimensional Portal, Close Rift, Disrupt Energy, Electric Arc, Power Bolt, Armor Bizarre, Aura of Death, Death Curse, Deathword, Curse of the World Bizarre, and Desiccate the Supernatural; the latter spells are described in *Rifts® Federation of Magic™*.

Skills of Note: The original O.C.C. or R.C.C. skills the host-partner had as a humanoid (they are frozen at whatever level the character was when she merged with the Soul Snake) but no Related Skills or Secondary Skills, plus Seduction (base skill +42%), two rogue skills of choice (base skill +35%), and two espionage skills of choice (base skill +35%).

Psionics: Necrophim: None, although it sees, senses and knows everything the instant the Soul Snake does, but only the serpent can use psionics.

The psionic abilities of the *Soul Snake* are frightening: All Mind Bleeder, Sensitive and Super-Psionic abilities.

Combat: Five physical attacks per melee round plus those from additional tentacles in the back (at least one); these are controlled by the mind of the Necrophim. *And* five psionic attack per melee round or two magic attacks (or one magic and three psionic attack combination). Psionics and spell magic are controlled by the Soul Snake. Remember, there are two intelligences operating in the one **body**, both working in complete tandem and unity with each other.

Bonuses: Necrophim: +4 initiative, +4 to strike, +1 to parry, +10 to save vs Horror Factor and impervious to possession; all in addition to attribute bonuses.

The Soul Snakes bonuses are half of those noted above and are impervious to possession.

Damage Necrophim: As per supernatural P.S., typically as follows:

Restrained **Punch/Tentacle Strike:** 6D6 S.D.C.

Full Strength **Punch:** 5D6 M.D.

Power **Punch:** 1D6x10 M.D. (but counts as 2 attacks)

Strangle: Each tightening of the grip counts as one melee **attack/action** and does 3D6 M.D.

Bite: 4D6 M.D.

Enemies: Humans, D-bees and most intelligent, mortal beings are seen as prey and fodder. Most intelligent life forms fear and slay these monsters, and champions of good destroy them whenever possible. Natural enemies include Angels/Spirits of Light and **Psi-Stalkers**, Dog Boys, Darkhounds, Nega-Psychics and similar beings who can sense the supernatural and instinctively consider them natural enemies.

Allies: None per se, but sometimes ally themselves with powerful sorcerers, Necromancers, greater demons and evil gods. It is rumored that three such vile monsters can be found among the Necromancers in the Kingdom of Dunscon (see *Federation of Magic* for details about Dunscon and other magical forces).

Habitat: Anywhere in the Megaverse; found scattered throughout Rifts Earth, with the greatest number (a few dozen to a hundred) in the Gargoyle Empire, **Africa**, China, Calgary Rift and Magic Zone.

Psymbiote

By Patrick Nowak with Kevin Siembieda

The Psymbiote (pronounced Sigh em be oat) is a small, greenish-brown, worm-like creature with a short, fat body from which branch dozens of tiny tentacles. Really, it looks like something from a bad, 1960s **pre-Rifts** science fiction movie. These creatures originated in the ocean of another dimension. They once enjoyed a carefree life of swimming through the oceans eating sea plants, frolicking with other sea life, climbing onto land to sunbathe or explore, and occasionally piggybacking rides on the larger animals.

The happy, carefree times of the **Psymbiotes** disappeared when the **Splugorth** arrived. Within a few weeks of the scout's arrival, thousands of Splugorth Slavers and minions made planetfall and established base camps for the exploration and exploitation of the planet. The **Splugorths'** plans were initially just to develop a recreation planet where minions and clients could enjoy cruises, fishing, water sports, boating, underwater exploration, and swimming in the crystal clear oceans. Before a year had passed, some curious Minions brought the Psymbiotes to the attention of the Splugorth. They immediately realized that in their tentacles was the greatest discovery in bio-wizardry since the **Zembahk**. Thousands of Slavers and other raiders were quickly dispatched to round up millions of the Psymbiotes.

An estimated 30% of the Psymbiote population were captured in the first year, and imprisoned and experimented upon by **Bio-Wizards**. Hundreds of them were subjected to painful experiments aimed at harnessing their potential as symbiotic slave organisms for sale to clients across the Megaverse. Once the tests were finished, the lobotomies started. The brain dead Psymbiotes became nothing more than psychic energy batteries for the hosts in which they were forcibly implanted. Note: A lobotomized Psymbiote has no will of its own and almost no intelligence. What's more, it cannot use any of its psionics except to provide the host with the powers of *sixth sense*, *mind block* and *bio-regeneration* and an extra *reserve of 4D6 P.P.E., 2D4x10 I.S.P., an additional 2D6 M.D.C.*, as well as +2 to save vs possession and mind control — a valuable commodity, indeed.



By the time the Psymbiotes realized what was going on, about fifteen million of their number, or about 15% of their total population, had been subjected to lobotomies. Those awaiting "treatment" and those not yet captured were terrified and enraged. They decided to act. Using psionics, several of the Psymbiotes were able to escape. Rather than fleeing, they bonded themselves with Splugorth minions. As soon as they'd merged with their hosts, the Psymbiotes turned the tables on the Splugorth. Now it was the minions who were enslaved by their symbiotic "partners" who used their secret power to psychically dominate the hosts. Having infiltrated the Splugorth bases in the bodies of Overlords, Kittani and even a few High Lords, the Psymbiotes staged a prison break. Before the other forces could react to the sudden uprising, the intelligent sea-worms had escaped. Some returned to the ocean to warn their brethren and to develop a means to elude and combat the Splugorth Minions, while others used the Splugorth's own Nexus Pyramid to transport themselves to worlds throughout the Megaverse (including Rifts Earth).

Most of the Psymbiotes who escaped the Splugorth's clutches have decided to continue fighting their former tormentors. To them, any intelligent being who would lobotomize other intelligent life forms and enslave them as psionic *batteries* must be checked by any means necessary, including the use of violence (something new for the Psymbiotes). For this reason, they have created a loose-knit organization called the *Symbiote Liberation Front (SLF)* to fight the Splugorth and their minions.

The SLF is not dedicated to the destruction of all Splugorth and their minions, just to freeing all sentient beings who have been enslaved to power their horrid bio-devices. Of course, the Psymbiotes do have a hard time deciding whether all of the Splugorth's servants/minions deserve to be freed (many are loyal to the Splugorth and do not seek "freedom"). While they can identify with and feel a kinship with other *symbiotes*, especially the *Zembakk* and *Eyes of Eylor* (see *Rifts® Atlantis*), they feel nothing but loathing for other Splugorth minions like the Altara, Kittani, Kydians, Slavers and High Lords. The latter two are remembered only as oppressors and murderers, not as victims who are forced to serve the Splugorth.

One problem with the Psymbiotes' new philosophy is that they are obsessed with the survival of their species. This is of course only natural when the Splugorth minions continue to capture 10-12% annually despite the Psymbiotes' best efforts to thwart them. At this rate, they will be extinct within a decade, except for those made to breed on Splugorth slave worlds and the millions of mindless slaves. However, their obsession has led them to be self-centered, militant and cold/inhumane to other life forms, particularly those they "use" via bonding to fight the Splugorth hordes — a battle they have little chance of winning.

If the Psymbiotes feel that it is necessary, they will psionically take control of unwilling hosts, other intelligent beings, as puppets/vehicles to serve their own ends. Ironically, this is not very different than the Splugorth they so hate, except the Splugorth destroy, enslave and sell other life forms for their own profit. Still, overall, the Psymbiotes are not evil and have a long history of being peaceloving and caring people. They do everything in their power to help their host partners to lead comfortable, fulfilling lives, and whenever possible, they bond to other beings who share their dream of stopping (or at least fighting) the Splugorth. Thus, they can be valuable friends, allies and/or partners.

Psymbiote NPC Creature and Villain

Pronounced Sigh em be oat

Note: These creatures are not appropriate as player characters, although they may be used as secondary characters or an adjunct to an already existing one.

Alignment: Typically unprincipled (45%), anarchist (20%), miscreant (20%); 15% other.

Attributes: I.Q. 2D6+10, M.E. 3D6+6, M.A. 3D6+10, P.S. 1D4, P.P. 1D4, P.E. 1D6+2, P.B. 1D4, Spd. 2D4 on the ground, x10 underwater.

Size: 6 to 8 inches (15 to 20 cm) long, 4 inches (10cm) wide.

Weight: 2 to 4 pounds (0.9 to 1.8 kg)

Average Life Span: 350 Earth years.

Hit Points: A mega-damage creature.

M.D.C.: P.E.x3 M.D.C.

Horror Factor: 8

P.P.E.: 1D4x10+P.E. attribute number.

Experience Level of Psymbiote: Average 1D4+2.

Natural Abilities of the Psymbiote: Natural swimmers (98% proficiency) who can breathe both air and water, and can live underwater or on dry land indefinitely. Maximum depth tolerance is two miles (3.2 km). Impervious to cold (half damage from magic cold), climb 60%/40%, prowl 45%, heals at

half the rate of normal humans, has psionics and communicates telepathically with a range of 50 miles (80 km).

Merge with Host (special): As symbiotic organisms, **Psymbiotes** can unite themselves with any life form that has a central nervous system and breathes oxygen. Union is a relatively painless process whereby the **Psymbiote** burrows its way under the host's skin and attaches itself to the main pathway of the nervous system (for most creatures this is the spinal cord). From that point the two organisms are as one, which provides the following **benefits/bonuses**:

- Share a continual mental bond which allows instantaneous telepathic communication, plus each can detect the other's surface thoughts and feelings.
- All information collected by the host body's sensory organs (eyes, ears, nose, skin, etc.) are simultaneously fed to the Psymbiote, allowing it to see, hear, taste, touch and smell.
- P.P.E. and I.S.P. are **pooled/combined**. The two are able to draw upon each other's reserves of psychic energy.
- The Psymbiote retains full use of its psionic abilities which are used for the benefit of the duo. It can use psionics through the host, like the Evil Eye, Hypnotic Suggestion and Psi-Sword. Furthermore, psionic abilities such as Death Trance, Impervious to Fire, **Levitation**, Psionic Invisibility, **Psychic Armor/Force Fields**, and similar will **affect/protect** both without additional I.S.P. cost.
- **Host Bonuses:** +1D4x10 S.D.C. or +2D6 M.D. for mega-damage creatures, +1 to M.E. attribute, +1 on initiative, +1 to save vs magic, +1 to save vs psionics and illusions, +2 to save vs Horror Factor, and +5 to save vs toxins, poison and disease.

Control Host (special): Unknown to the host organism, at least initially, the Psymbiote is able to take full control of the body at will. This is accomplished by using telepathy to take control of the central nervous system thereby overriding the host's brain. When in control of the host, the Psymbiote is capable of using the former's skills and abilities, including the use of unique powers and casting of magic, but at half proficiency (i.e. spells cast by a **Psymbiote-controlled** 6th level Line Walker would have the range, damage and duration as if cast by a 3rd level wizard).

The act of overriding the host brain's control is considered a psychic attack and the host gets to make a saving throw although without bonuses and with a penalty of -3. Psymbiotes typically prefer not to mentally enslave their **host/partner** or companion and thus will only use this ability when they feel it is absolutely necessary.

Duration: 2+ hours; **I.S.P.:** 20, plus 10 per additional hour to a maximum of 12 hours.

Imperceptible Aura (special): One of the **Psymbiote's** natural defense mechanisms is that it does not radiate a perceptible psychic aura. Any magic or psionic see aura attempt on the host body fails to turn up any indication of a symbiote being present. When it is known to exist, or when not inside a host, the only thing that will be revealed, beyond the fact that it is a living being, is that it has some (undeterminable) amount of psionics.

Duration: Instant and automatic. **I.S.P.:** No cost. **Saving Throw:** None.

Combat: Physical attacks are as per normal for the host body. The Psymbiote can also add its psionic **firepower** with three psionic attacks/actions per melee. The Psymbiote is incapable of any physical combat actions of its own other than squirming or swimming around.

Bonuses of the Psymbiote without a Host: +1 to dodge, +2 to roll with impact, +3 to save vs magic, +3 to save vs psionics, and +2 to save vs Horror Factor in addition to attribute bonuses.

Damage: Bite does one S.D.C., or by psionics.

Magic: Psymbiote: None, but his **host/partner** may possess magic knowledge and abilities.

Psionics: Host/partner: Not likely, although it is possible; whatever abilities the character had before he bonded with the worm, he retains.

Psymbiotes are considered to be Master Psychics. Abilities include: Bio-Manipulation, Super Bio-Regeneration, Telekinesis (super), Hydrokinesis, Hypnotic Suggestion, Deaden Pain, Death Trance, Mind Block, Group Mind Block, Group Trance, Healing Touch, Impervious to Fire, **Levitation**, Presence Sense, Psi-Sword (h), Psionic Invisibility, **Psychic Armor**, **Psychic Diagnosis (h)**, **Psychic Surgery (h)**, See Aura, See the Invisible, Sixth Sense, and two of choice from each of the categories: healing, sensitive, physical and super (no Mind Bleeder powers). Note: Abilities followed by an "h" in brackets indicates that these powers can only be used through the Psymbiote's **host/partner**.

I.S.P.: 4D6x10 plus M.E. attribute number.

Habitat: Conditions on the Psymbiote home planet are similar to those of Earth. It too has an atmosphere composed of nitrogen and oxygen, an ozone layer to protect against ultraviolet radiation, cool temperatures that range from to -58 to 86 degrees Fahrenheit (-50 to 30 degrees Celsius) and vast oceans of water that make up most of the planet's mass (about 80% on their homeworld). These beings prefer to inhabit coastal areas where the water is cool and the most comfortable. Usually they range no farther than a hundred miles (160 km) from shore because they like to spend time sunbathing and exploring on land, and they know that the deep seas are home to dangerous predators.

There are in total, about 300,000 free Psymbiotes who dwell in the waters of Rifts Earth; no host bodies. Another 100,000 have joined with willing hosts and have spread across the North American, European and African continents. The rest have elected to stay in the oceans, seas and lakes, mainly the Atlantic Ocean, Hudson Bay, St. Lawrence Seaway and the Great Lakes, but can be found in warmer waters as well, but in much smaller numbers (typically tiny bands of 2D4+2).

Allies: As a species, Psymbiotes share a common consciousness of survival techniques, skills and memories but they act as lone individuals. They are true anarchists who have neither government nor institutions beyond family structures and the loose-knit organization, the SLF. Until the **Splugorth** arrived, they were the sole intelligent life form on their planet and had never encountered alien beings. Their main allies are those committed to hurting the Splugorth and freeing their slaves. While this means the Psymbiotes usually associate with heroes and freedom fighters, their desperate situation and obsession to stop the Splugorth leads, with increasing

frequency, to alliances with unsavory characters — sometimes downright evil forces.

They feel a sense of fellowship and goodwill towards the **Zembahk/Mystic Worms** who have been conquered and enslaved by the **Splugorth**.

Enemies: The Splugorth and their minions! High Lords, Kydians, **Metztla** and Slavers are especially hated and feared. **Psymbiotes** are dedicated to overthrowing the detestable Splugorth to the point of obsession.

Not satisfied with merely escaping from the Splugorth, the majority of Psymbiotes have decided to continue their fight to free all Splugorth Slaves and, eventually, they hope to topple their **Megaversal Empire** (an impossible task). They crave revenge for the millions of their kith and kin who have been subjected to horrible bio-wizardry experiments, lobotomization and enslavement to power Splugorth devices and minions.

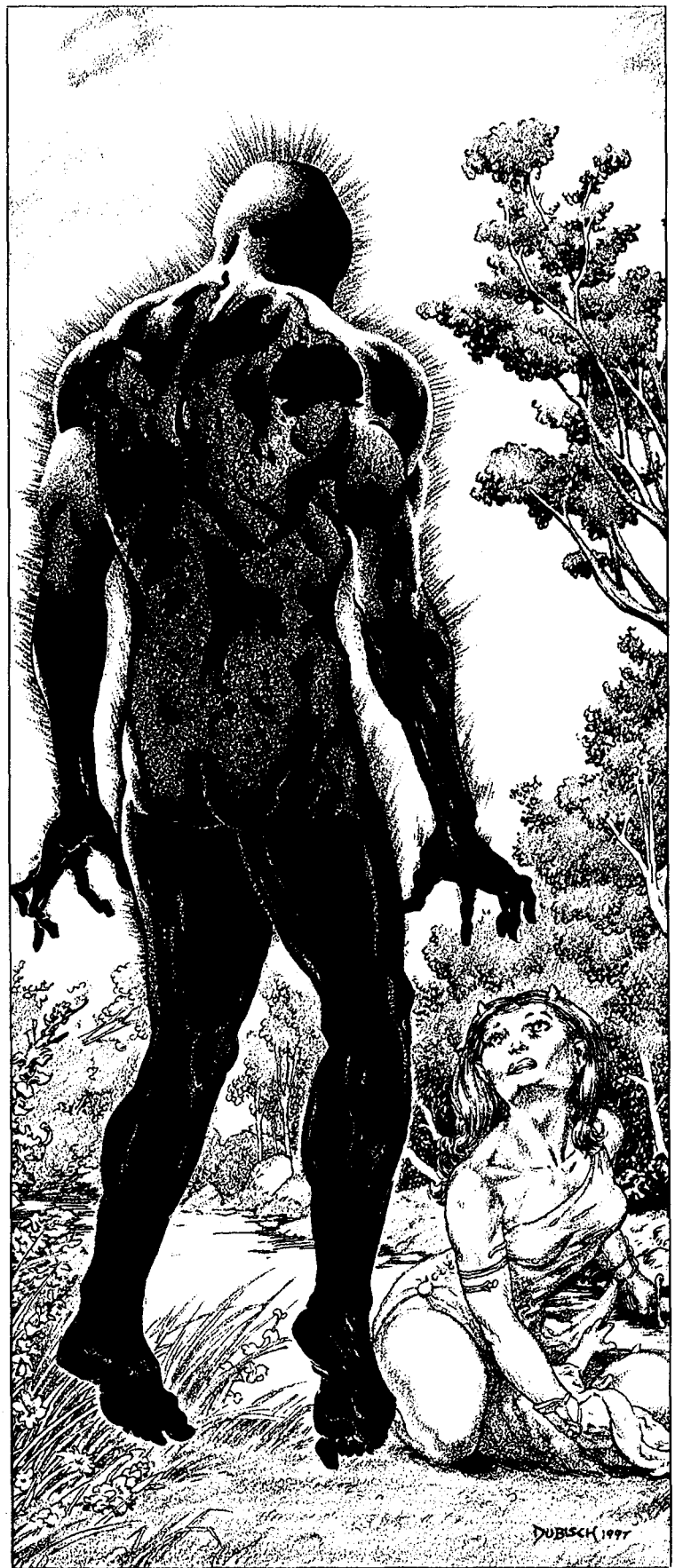
Shadeling

By Peter Murphy & Kevin Siembieda

The Shadeling is an enigmatic being found only in the Magic Zone of North America. It appears as a shimmering black humanoid form without features, enveloped in a black energy field. While no one is sure what it is, some have theorized that a Shadeling is formed when a powerful spell caster dies in the Magic Zone's magic rich environment — perhaps a more powerful manifestation of a Haunting Entity/Ghost that absorbs the "imprint" of a slain practitioner of magic, presumably evil ones. Others have theorized that it is dark magic and foul emotions somehow come to life.

Shadelings do not exhibit much in the way of intelligence, and their behavior is usually chaotic and hurtful. Some Shadelings attack anything that comes too close to them, unleashing powerful magic. Others seem to be helpful: leading adventurers to safety or to nests of monsters or villains (perhaps to extract revenge against those who killed him, or people like the ones responsible). However the typical Shadeling is a malevolent force that haunts and terrorizes whomever it encounters. It "haunts" by hanging about and following people sending out empathic messages of fear, sorrow, anger and hate and using psionics or magic to cause trouble and dangerous mischief. This can easily escalate to terrorizing by luring the people to monsters, bandits or enemies (and vice versa) and violent attacks from the Shadeling itself. It never uses weapons and relies entirely on its innate magic and psychic abilities.

They seem to hate beauty, positive emotions and compassion. People who represent such things are the first to be targeted and suffer the most savage attacks. No one has ever communicated with a Shadeling. Commune with Spirits has no effect on them and telepathic or empathic probes only reveal blackness, cold, anger and hate, nothing that is verbalized. Shadelings rarely speak, although they seem to understand all languages to some degree. Instead, they groan, hiss, growl, howl, and laugh. On that rare occasion when they do speak, the voice is deep, guttural and inhuman sounding, as if a deep ani-



mal voice coming from inside an empty barrel. Their vocabulary is monosyllabic and usually consists of, "no, yes, go, die, and kill," rarely any other words.

Shadeling NPC Monster

Note: Not suitable as a player character; mindless and evil.

Alignment: Most are diabolic (33%), miscreant (33%), or anarchist (24%), but 10% are of other alignments.

Attributes: I.Q. 1D4+2 (predatory, cruel and vindictive), M.E. 1D6+8, M.A. 1D4, P.S. equal to 1D6+11, P.P. 1D6+8, P.E. N/A, P.B. 1D6, Spd 1D6+30 floating and flying; never touches the ground.

Average Size: 6-7 feet (1.8 to 2.1 m) tall.

Average Weight: Negligible, made of energy.

Hit Points: Mega-damage creature

M.D.C.: 2D4x10 +14 M.D.C.

Average Life Span: Unknown. Could be immortal or live only a few years.

Horror Factor: 13

P.P.E.: 3D6x10+40

Natural Abilities: Floating/flying is its natural state, nightvision 500 feet (152 m), regenerates 3D6 M.D.C. per melee, and immune to poison, gas, pollution, radiation, disease and Horror Factor.

The Shadeling is composed of energy, and as such, is immune to most physical attacks (punches, bullets, etc.). Fire, heat and energy attacks inflict half damage, and cold does no damage. **Shadelings** are vulnerable to magic spells, magic constructs, creatures of magic, and magic weapons (do normal damage).

Combat: 3 melee attacks or 3 spell attacks per melee

Bonuses: +4 to dodge, +5 to save vs magic, +6 to save vs. mind control.

Damage: The physical touch of the energy being is equal to the *Agony* spell. A punch does 4D6 Hit Points/S.D.C. to mortal creatures and 2D6 M.D. to mega-damage beings, and double damage to supernatural beings and creatures of magic (dragons, etc.).

Magic: The following spells: Cloak of Darkness, Manipulate Objects, Repel Animals, Befuddle, Energy Bolt, Fingers of Wind, Fuel Flame, Wave of Frost, and Horror.

Plus one of the following equal to a 1D4 level spell caster with the abilities of:

01-35%: Ley Line Walker/Wizard

36-56%: Fire Warlock

57-60%: Necromancer

61-75%: Air Warlock

76-85%: Conjurer

86-95%: Temporal Wizard

96-00%: Magus O.C.C. (any one)

The Shadeling will have the spells and magical abilities appropriate to a spell caster of its type and level. The P.P.E. stays the same, even if it should have more.

Psionics: Sense Magic, Empathy, Empathic Transmission, and Mind Bolt.

I.S.P.: M.E.x4

Allies: None, and never associate with others, not even other Shadelings. However, they rarely bother evil supernatural beings.

Enemies: They are feared by most mortals and most Shadelings hate all things beautiful and good.

Habitat: The Magic Zone and Calgary Rift regions only!

Sun Demon, Lipoca

By Kevin Siembieda, inspired by the art of Mike Dubisch

Lipoca (pronounced "lie-poe-cah") are powerful supernatural beings that are in the same class as *demigods*. They seldom associate with other members of their race and there is rarely more than a half dozen on an entire planet. Consequently, a Lipoca typically represents itself as a "god" rather than one member of an entire race. They are masters of subterfuge, seduction and cruelty.

Lipoca who visit Earth sometimes pretend to be the Toltec god, **Tezcatlipoca**, or one of his children. This is an appropriate enough persona because Tezcatlipoca was the god of pleasure and sin (and the archenemy of Quetzalcoatl, the Feathered Serpent), which fits the Lipoca quite well. Most are evil beings who seek the worship of humans and other intelligent life forms. Whether they are considered to be gods or demon lords, the Lipoca will use their position to enthrall, manipulate and use those who accept and worship them. The Lipoca always appeals to a being's base instincts and desires — greed, hate, vengeance and lust (for any number of things: sex, wealth, power, conquest, etc.) are their favorite tools. A time proven strategy is to select one particular faction and give them enough information, power and encouragement to help them grow strong. Inevitably, the monster promotes elitism and inequity by getting the powerful to use and abuse their position and enslave, degrade, violate and torment the weak or different. This leads to all manner of decadence and atrocities that usually end in a bloody war or uprising. Horribly, this is all a delightful "game" to the Lipoca. They deliberately set everything up just to watch it fall for their amusement — like setting up an elaborate Domino pattern and then knocking down a single Domino and watching the entire structure come tumbling down in rapid succession. An exhilarating event. One that requires finesse and skill to get them all to fall as intended. Only in this case, the game pieces aren't harmless blocks of wood but human lives — which, for the Lipoca, makes it all the more challenging (many unknown quantities and factors) and exhilarating (the carnage and fury of war, genocide and mass destruction). The fact that thousands, sometimes millions of lives are lost is part of the fun. If there isn't an explosive climax, all their hard work is a disappointing fizzle, but bloodshed and mania, now that's entertainment.

The maleficent creatures are masters of seduction, and have a consummate skill at making cruelty, brutality, and murder look attractive and necessary. Many of those they corrupt become as sadistic and decadent as their Lipoca tutors and come to enjoy torturing, degrading and killing others. Those who embrace evil and decadence are the Lipoca's favorites and may be humored and assisted for decades, sometimes centuries, before they are led into ruination. The inevitable collapse is one of the Lipoca's favorite parts, not only for the "fireworks" that come with carnage, but setting up their fall, for often it is the Lipoca who secretly help and inspire the downtrodden or enemies of their pawns to rise up against them. A game must come to an end sooner or later, no matter how fun it is.

These horrific games can be played solitaire or by two opposing Lipoca. In this case, one of the demons will take one faction



and the other a different one. Both build their forces and encourage actions that will ultimately cause their side to clash with the other. The object here is often to see which side wins, by destroying the other, although win or lose, the game is fun and challenging. Sometimes such games can lead to rematches or new ones in which the loser incites his forces to rebuild and/or undermine their conquerors, or to get another faction to enter the picture and start a new war against the winning side, and so on.

These games are not always on a political or large scale, kingdom against kingdom. A lone Lipoca will sometimes join a group or faction and have fun causing trouble on a much smaller scale. He may corrupt one individual in the group, or by causing dissension in the ranks, lure them in to dangerous or morally compromising positions, into traps, or into situations that will have ramifications that the others don't recognize until it's too late, and so on. Being cunning in the extreme, the Lipoca will usually make such confrontations seem like a good thing (it helps, rescues, or frees people, destroys evil or will earn the character or group something they've always wanted, such as fame, money, destroying an old foe or evil force, etc.). However, there will usually (not always) be a downside or some unexpected repercussion. In fact, often, the crazy monster may even arrange it so that a group of heroes will come to fight against him and his current minions or followers to see which side wins, like two rival sports teams playing against each other. Unfortunately for the heroes, if they proved to be particularly resourceful, challenging and/or fun (for whatever reason), the Lipoca will become a reoccurring enemy. He will create situations to lure (even force) the heroes to come and do battle against some terrible evil (typically his current, hand chosen minions, villains and monsters) or rescue or protect innocents. Sometimes he will be the "secret" mastermind behind the trouble, although he will often deliberately leave evidence or clues pointing to his "possible" involvement — he wants them to know this, because he wants to build a rivalry and hatred between them. He wants to be their adversary and have them continually battle and thwart his evil deeds like some comic book villain; it's fun and challenging. Other times, he may make a surprise entrance and do personal battle and sometimes he will let them know he's responsible for the danger/trouble from the very beginning, with events climaxing with a titanic battle between them, him and his current henchmen. However, in the end, the maniacal demon will make good his escape or fake his death so he can return (weeks, months, or years later) to challenge them again.

Likewise, if he's having fun with them, but happens to win a conflict, rather than slay them all, he may capture some and secretly allow some to escape, knowing those who escaped will return for their captured comrades (more fun and games), or "allow" them to live because they aren't worth the trouble to kill — they are insignificant, losers, and fools. He allows this to humiliate them and to get them to recuperate and try again; after all, revenge is sweet. Or he may allow them to live if they did something that stopped his insidious plot in a deft and/or impressive way so he allows them to win this fight as a (in his mind) reward, but he escapes to fight another day. Or he may allow some or all to live just because he has fun playing with them. Of course, the Lipoca may kill 1-3 just to make a point as to who "won" this fracas, and/or to increase the level of animosity for a better fight next time or to corrupt them with hatred. At

some point, his games will turn to trying to corrupt them. Such is the twisted nature of the Lipoca.

This is not to imply the Sun Demons cannot be killed, they can. They often overestimate themselves and underestimate their opponents. Lipoca also hate to lose, especially if they are made to look foolish and may fight to the death in anger or to save their name (if not, expect a vicious campaign of revenge to be directed their way).

The Lipoca are vaguely humanoid in that they usually stand and walk on two legs and wear humanoid clothing and jewelry, typically flowing robes and loose-fitting clothes. However, they are far from human. The head of the Lipoca has been compared to a pale yellow "lolly-pop" with 18-24 thin tentacles radiating from their head like the rays of the sun. Two obvious, black almond-shaped eyes set widely, and a narrow mouth are its most prominent facial features, but a third and fourth eye, set in the center of the head, represent its psychic "third eye." It has four insect-like arms, a pair of similar looking legs, and body covered in a pale yellow, chitinous exoskeleton with a light green underbelly and white highlights. The Sun Demon enjoys the taste of human flesh and blood, as well as many different types of D-bees, and frequently devours them as food. Given to gluttony, the death toll of a dining Lipoca can be huge. Lipoca also wear human skulls and bones as ornamentation and often associate with Necromancers and Death Cults willing to worship them.

Lipoca, Sun Demon NPC Villain & Monster

Pronounced Lie-poe-cah

Also known as the "Devouring Sun" and "Tezcatlipoca, God of the Smoking Mirrors." Tezcatlipoca earned the name "God of the Smoking Mirrors" from the ancient Toltecs because of his solid, black eyes, but "Smoking Mirrors" also describes the cunning and tricks of the Lipoca.

Note: Not suitable as a player character.

Alignment: Most are diabolic (33%), miscreant (33%), or anarchist (24%), but 10% are of other alignments.

Attributes: I.Q. 1D6+14, M.E. 1D6+12, M.A. 1D6+14, P.S. 1D6+22, P.P. 1D6+12, P.E. 1D6+12, P.B. 1D6, Spd 1D6+14 running on ground, double if running on 6-8 legs/arms. Super-natural Attributes.

Average Size: 8-10 feet (2.4 to 3 m) tall.

Average Weight: 500 lbs (226 kg).

Hit Points: Mega-damage creature

M.D.C.: P.E. $\times 100$ plus 1D6 $\times 10$ per level of experience.

Average Life Span: Immortal (can be killed).

Average Level of Experience (NPC): 1D4+5

Horror Factor: 13

P.P.E.: 4D6 $\times 10$ +P.E. attribute number and 25 per level of experience.

Natural Abilities: Nightvision 1000 feet (305 m), regenerates 2D6 M.D.C. per melee round, can completely regrow head tentacles in 24 hours and regrow an eye or leg in 72. Resistant to heat and fire (does half damage), and is immune to poison, gas, pollution, radiation, disease and Horror Factor. Dimensional **Teleport** (demon power) 42+2% per level of experience.

Natural Psionics (special): The two tiny eyes in the center of the head are connected to the Sun Demon's inner spirit.



Both can see the invisible, spirits, Astral beings and auras as well as see the energy radiating from magical enchantments, magic weapons, from practitioners of magic and creatures of magic without I.S.P. cost.

Climb Like a Bug (special): When running on all 6-8 arms and legs, double the speed. The creature can also climb the sides of walls and walk on ceilings like an insect at its regular speed attribute; reduce by half if the surface is smooth like glass.

R.C.C. Skills: Seduction (+30%), **cardsharp** (+15%), streetwise (+12%) find contraband (+15%), intelligence (+20%), interrogation (+20%), escape artist (+15%), swim (+10%), detect ambush (+10%), basic math (+30%), speak Demongogian 98%, speak Dragonese 98% and one of choice (+10%) and three lore skills of choice (+10%). Tends to avoid the use of man-made weapons and devices, preferring to rely on its own natural powers, psionics, magic and cunning.

Combat: Six physical attacks/actions per melee round or six psionic attacks or two magic attacks, or any combination of the three (one magic, two psionic and two physical is the maximum diversity).

Bonuses: +4 on initiative, +3 strike, +6 to parry, +2 to dodge, +3 to pull **punch/strike**, critical strike on a 19-20, +2 to roll with impact or fall, +8 to save vs possession, impervious to H.F. and +1 on all saving throws. All bonuses are in addition to attribute bonuses.

Damage: As per supernatural P.S.; typically:

Bite: 1D6 M.D.

Restrained Punch: 4D6 S.D.C.

Full Strength Punch or Kick: 2D6 M.D.

Power Punch: 4D6 M.D.

Magic: All Necromancy magic plus the following spells: Globe of Daylight, Lantern Light, Lightblade, Light Target, Chromatic Protection, See in Magic Darkness, Death Trance, Turn the Dead, Animate and Control Dead, Death Curse, Throwing Stones, Cloak of Darkness, Manipulate Objects, Metamorphosis: Human, Metamorphosis: Insect, Repel Animals, Befuddle, Ignite Fire, Fuel Flame, Fire Ball, Fire Bolt, Impervious to Fire, Tongues, Negate Magic, Ensorcel, **Soultwist**, Null Sphere and Dimensional Portal.

Plus 1D4 spells from each of the spell levels 4, 5, and 6.

Psionics: Master Psionic with all Sensitive and Healing powers plus Psychic **Omini-Sight**, Hypnotic Suggestion, Mentally Possess Others, Mind Wipe, Mind Bond, Psionic Invisibility, and Telemechanics,

I.S.P.: M.E.x10 +10 per level of experience.

Allies: None per se, although Lipoca frequently enlist henchmen, such as Necromancers, and evil and selfish beings of all occupations and races, including creatures of magic and the supernatural. They may ally themselves with just about anyone who will serve their purpose or with whom they can have fun, including characters of good alignment.

Enemies: Many, from mortal heroes to the supernatural.

Habitat: One is currently operating in the Magic Zone and at least two are in the Orient. As many as a dozen may be attracted to Rifts Earth because of its many portals to countless worlds and vast opportunities for "fun and games" on the planet itself (often with repercussions that can affect other kingdoms and worlds).

Vyarnect

By Peter Murphy & Kevin Siembieda

No one knows where the Vyarnect came from, although most agree that they are some sort of sub-demon or apeish mega-damage creature from another dimension.

The Vyarnect are hulking brutes, standing ten to twelve feet tall with a vaguely gorilla-like body. They have long, oversized arms with prehensile hands and thick, muscular legs with hands instead of feet. They also have a thick, prehensile tail that resembles a cactus more than an animal tail. Tufts of fur crown the head and run down the neck and spine like a horse's mane. The head resembles that of a canine with powerful jaws and large canine teeth for biting and crushing — they love to gnaw and grind bones. The Vyarnect have light reddish brown skin with patchy grey fur. While immensely strong, the Vyarnect are rather dim and fairly easy to manipulate. They are pack animals with a mob mentality; get the leader or more than a third of them to do something and the rest will follow without hesitation or forethought. They have no innate magical abilities, so are used as shock troops by more intelligent monsters, demons and sorcerers. They are a favorite of Necromancers for a variety of reasons. One of which is the creatures feed upon the flesh, blood and bones of the dead and can be used to get rid of human remains and other incriminating evidence. Furthermore, the creatures both respect and fear Necromancers and follow them quite willingly.

In combat, Vyarnect charge their enemy, often in chaotic swarms, some leaping, some running, some galloping on all fours. They tend to use tactics that involve surprise, ambush and overpowering one's foe. Enemies who run or show fear only bolster the Vyarnect's courage, whipping them into a fighting frenzy that is likely to end with the monsters tearing their opponents limb from limb. (Note: Under such circumstance, add one additional attack per melee round, +2 to save vs Horror Factor and fear magic or psionics, and +1D6 M.D. to the damage they inflict per attack.) However, an enemy that manages to stand his ground, shows little or no fear, and is powerful enough to fight them off, confuses and frightens the Vyarnect. If the enemy isn't quickly defeated or frightened, the Vyarnect lose their courage and are more easily frightened and beaten themselves. (Note: Under such a situation, the creatures are -2 on initiative, -1 one attack per melee round and -2 to save vs Horror Factor and fear magic or psionics). If the situation doesn't change soon, they will ultimately run away.

Typical gathering or pack is as follows: Small 1D4+2, medium: 1D6+5, or large: 2D6+8.

Those without a more powerful and intelligent leader, like a Shifter, Necromancer, psychic or demon, will function as raiding bands who attack travelers, adventurers, farmers and small groups of people to kill and eat them, or break into storehouse, meatlockers, and supply stores in search of food. Vile brutes, the Vyarnect also capture victims as slaves and playthings to abuse, as well as torture and kill for pleasure.

Player Note: The Vyarnect are hideous monsters not intended to be player characters.



Vyarnect NPC Villain & Monster

Pronounced: V-eye-are-neckt

Alignment: Diabolic or Miscreant only.

Attributes: I.Q. 2D4+4, M.E. 3D6, M.A. 2D6, P.S. 5D6+20, P.P. 3D6+4, P.E. 4D6+10, P.B. 1D4, Spd 3D6+10; all physical attributes are supernatural.

Size: 10 to 12 feet (3 to 3.6 m) tall.

Weight: 1500-2000 lbs. (675 to 900 kg).

Average Life Span: As a sub-demon, it is presumably immortal.

Hit Points: Mega-damage creature.

M.D.C.: 4D6x10 +60

Horror Factor: 14

P.P.E.: 2D4x10, despite the fact that they cannot cast magic.

Natural Abilities: Nightvision 500 feet (152 m), see invisible, supernatural strength and endurance, climb 95/90%, prowl 45%, can leap 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise (double with a running start), acrobatics (base skill ability +10%), bio-regenerate 1D6x10 M.D. every hour, takes half damage from fire and heat, takes double damage from silver M.D. weapons, or M.D. equal to S.D.C. from S.D.C. silver weapons, immune to poison. Also see psionics.

Communicates in extremely guttural **demongogian** (60%). Generally, it is so bad that only other demons can understand what they are trying to say. Characters who can speak Demongogian, but are not demons, roll at half their normal percentage to comprehend.

Combat: Five physical attacks per melee round.

Bonuses: +3 on initiative, +4 to strike, +2 to parry, +6 to dodge, +5 to save vs poison and disease, +3 to save vs magic, all in addition to attribute bonuses.

Damage: The Vyarnect inflict damage through powerful hand to hand attacks. They never use weapons or wear armor.

Punch: 5D6 M.D.

Power Punch: 1D6x10 M.D. (but counts as two attacks)

Claw: 6D6 M.D.

Bite: 4D6 M.D.

Tail: 3D6 M.D.

Magic: None

Psionics: Telepathy, Levitation, Telekinetic Leap and Bio-Manipulation. I.S.P.: M.E. attribute x4.

Habitat: Origin, unknown. Vyarnect are predominantly found in the Magic Zone and along the Mississippi River. More likely than not, they came to Rifts Earth through the Devil's Arch in St. Louis before the CS established the military kill zone there.

Enemies: Everyone except fellow demons and their associates.

Allies: Attracted to powerful evil beings, Necromancers, Shifters, and demons in particular. Lord Dunscon of the Federation, has a secret army of 1000 Vyarnect.



Notes on the Spiny Ravager

Presented in **Rifts World Book 11: Coalition War Campaign**, the Spiny Ravager is thought to have entered the world through a dimensional portal in the last two years. This is not the case. The first Spiny Ravagers came through the Rifts many years ago, and were captured by Lord Alistair Dunscon. He began a breeding program, selecting the finest to undergo training to become mounts, while the rest remained as "stock." Two years ago, Lord Dunscon intentionally released all the trained "stock" Spiny Ravagers into the wild, hoping they would rampage through Coalition towns, wreaking havoc. The Ravagers have done this, and continue to breed at a dangerous rate. Just another little piece of vengeance for Lord Dunscon.



Notes on Dragons

Dragons, from hatchlings to ancients, are renowned as impressive creatures of "magic." They are remembered for their innate magical abilities to **metamorph**, breathe magical fire, change size, bio-regenerate, and cast spells, as well as for their super-strength and incredible toughness (tons of M.D.C.). However, people often forget that most dragons are also Major or Master Psychics with a fair number of psychic abilities. This makes dragons a triple threat in combat, for they can combine brute supernatural strength with magic *and* psionics. The dragons' ability to shape change combined with magic and psionics also makes them outstanding spies, assassins and thieves, although most of these powerhouses prefer to take a more direct approach than skulking around and stealing. Sneaking about and striking from the shadows seems too **sissified** and cowardly for most dragons. In fact, most like to use their fearsome dragon reputation to get what they want through intimidation and bluffing. However, metamorphosis is second nature to dragons, so they are constantly using their shape changing power to walk unnoticed among humanoids. For them, metamorphosis is like a human changing his clothes, and is that quick and simple.

Reasons for concealing their true identity are many and varied, but here are a few common ones.

1. It's **fun**. Dragons, especially hatchlings, are playful and like to hide their nature, then surprise *and/or* frighten trouble makers or people at large, with their superhuman strength and magic or simply by changing back into a dragon. One will note that adult and ancient dragons are much less likely to show their true dragon form than hatchlings. This also arises out of the insecurity of the young who are just discovering the world and are less powerful than adults, thus more vulnerable to attacks.

2. **Learning**. It is easier for hatchlings to learn skills and learn about people and society by walking concealed among them without scaring them half to death.

3. **Avoid trouble and attention**. Dragons, young or old, are huge, powerful, and scary to most humanoids and just cannot help but attract attention to themselves, except at multi-racial cities and kingdoms like Dweomer and countless **Splogorth** cities throughout the Megaverse. Even at communities like **Lazlo** and **Tolkeen**, dragons tend to attract attention, which in turn, can attract trouble. Trouble also comes in many forms: Dragon Slay-ers, **Demon-Dragonmages**, makers of Dragon Juicers, evil Alchemists, rival dragons, old **enemies**, Coalition soldiers, alarming and alerting anti-dragon factions, and more mundane things like causing a panic, accidentally knocking over and breaking things, being pestered by dragon worshipers, being hounded by people looking for help — protect us, use your magic to do (fill in the blank). Also, human-sized rooms are cheaper and more available than dragon-sized, and similar things. Consequently, it's easier to hide their true nature, especially among humans at "civilized" and modern cities where magic and dragons are not commonplace, than "be themselves."

In North America, one is more likely to see *and/or* encounter a dragon, in any guise, in the Magic Zone than anywhere else. Dragons are attracted to the region for two reasons, the number of enlightened people (namely sorcerers) who accept dragons

without fear or animosity, and because of the vast amounts of magic energy in this region, crisscrossed with ley lines. The ley lines provide the dragons with more power and nexuses offer scores of places to open portals to other worlds. Dragons also enjoy a certain amount of celebrity from growing numbers of people who worship them. **Dragonwright** is the most pervasive and famous of these groups, but there are others.

Dragons can also be found more readily in wilderness regions where they can find peace and quiet, or where they can build their own small kingdoms. Other communities in North America where dragons are relatively easy to find include the Kingdom of Dunscon (home base for the True Federation), Dweomer, Tolkeen, Lazlo, New Lazlo, and the Calgary Rift, among a tiny handful of others.

The powerful magic energy, ley lines and nexus points have **transformed** Rifts Earth into a sort of dimensional crossroads. A place with connections to countless other worlds and dimensions throughout the Megaverse. It is also a place of amazing opportunity, learning and exploration, especially for powerful dimensional beings like dragons. Thus, Rifts Earth has attracted a comparatively large population of dragons, with thousands scattered across the globe. Some are just passing through, others stay for awhile to see the sights and have some fun, while others come to stay for a long while *and/or* seek to build or accomplish something. Yet, whether a dragon stays a few days or a millennium, they are all travelers wandering the Megaverse in search of knowledge and adventure.

D-Bees of Note

Amorph, Ectoplasmic Intelligence

Demon-Dragonmage

Lanotaur

Power Leech

Psi-Goblins

Yhabbayar

Zaavr Crystal Dragon

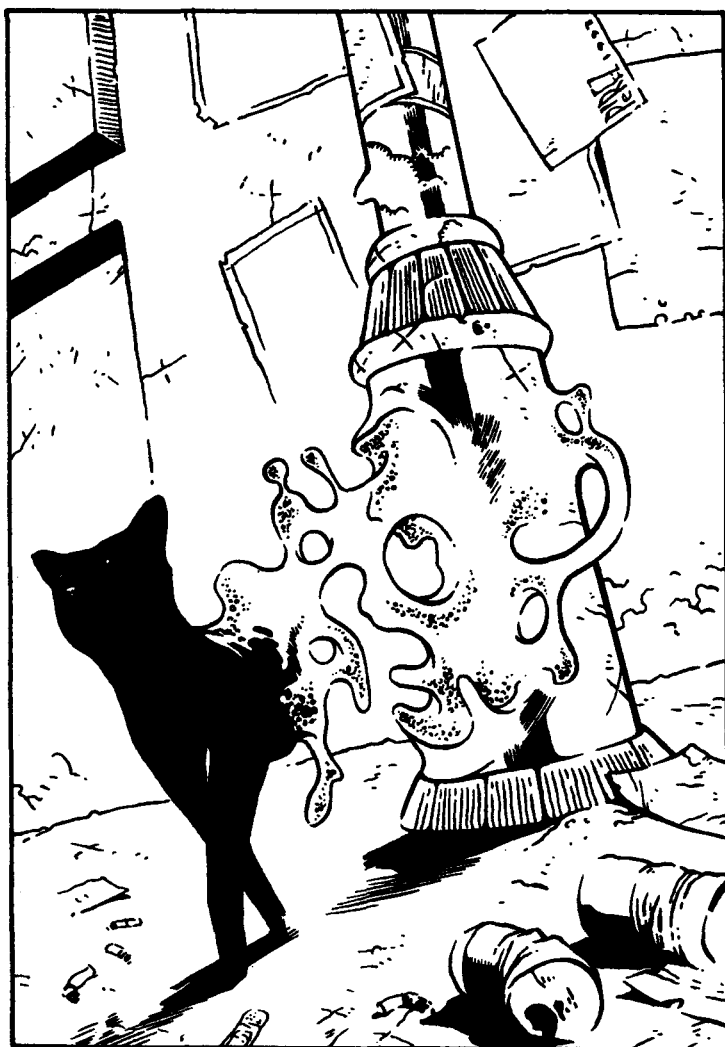
Zenith Moon Warper

Amorph R.C.C.

By Patrick Nowak & Kevin Siembieda

The Amorph are sentient creatures of living ectoplasm who are indigenous to the Outer Layer region of the Astral Plane. Their natural state is that of shimmering, whitish blobs of ectoplasm that float in midair. But the Amorph are astonishing shape changers who can mimic the appearance and texture of most creatures and objects. This ability allows them to duplicate anything from an angry adult, great horned dragon to a lamp post. There is no way to tell the difference between the **amorph** and the real thing just by sight or touch alone.

Amorphs use their metamorphosis ability to interact with other creatures on the Astral Plane. As a people, these beings are naturally inquisitive, friendly and interested in the languages, histories and cultures of other intelligent creatures. Whenever a new being is encountered, an Amorph will change its shape into a form similar to those it sees in order to make contact. If things go well, the Amorph is likely to stick around the visitor, trading



translators and PDD recorders which they use to gather pictures to "show the folks back home."

Special R.C.C. Powers of the Amorph

1. Ectoplasmic Metamorphosis: As nebulous blobs of living ectoplasm, Amorphs are the ultimate **shapechangers**, able to take virtually any form they desire. Not only can they assume the appearance of any humanoid or animal, they can also change into plants and inanimate objects. Size can range from as small as a cat to the size of an adult dragon. The Amorph is able to expand and reduce its size at will because ectoplasm, unlike most substances, has no set volume or mass. Weight however does not change to match the character's size and mass, it is always the same whether the character is small as a cat or as large as a tank.

Besides just copying the looks of an object or person, the Amorph can mimic its texture identically so that its skin looks and feels like scales, slime, fur or like smooth polycarbonate plates or metal (but not its M.D.C. or other capabilities). When the Amorph takes on the appearance of a humanoid, it is able to reproduce the appearance and texture (but not damage capacity) of clothes, armor, hats, jewelry, watches, eyewear and other assorted features and "decorations." Hence an Amorph can copy exactly Bob the CS soldier with Dead Boy armor, weapons and all, but the armor, weapons and equipment are effectively powerless props or toys. However, the shape changer cannot imitate the voice, abilities, or powers of any character, object or vehicle he copies, only the physical appearance. The Amorph is asexual and therefore can change into either male or female gender, whichever is more appropriate.

Another aspect of the Amorph that never changes are its attributes; these too stay the same regardless of its size and appearance.

In all cases, the Amorph must have visual, **3-dimensional** contact with whatever it is that it wants to imitate. They cannot do so from memory.

Other than these minuscule restrictions, the character can completely duplicate the appearance of any particular living being and most objects, including bots and vehicles.

Note: There are things that will always give the Amorph away despite the precision of its metamorphosis, such as weight discrepancy. Anyone who picks up a fifty pound book will immediately know that something is wrong. Likewise the person who tackles what appears to be a full conversion cyborg and finds that it weighs under **100** pounds and is not using any bi-ionic weapons or augmentation will know that the creature is not a 'Borg. Likewise, the heat signature and other things like the sound of an engine, speed, abilities and capabilities are likely to be noticeably lacking. With large vehicles, doors and hatches do not usually open, and if they can (swinging open like the motion of an arm), the inside is ectoplasm; after all, the Amorph has no idea what the thing looks like on the inside or how any of it works.

Psionic sensing (see aura, presence sense, detect psionics, telepathic scan, etc.) can also be used to identify a disguised Amorph.

Furthermore, because the creature doesn't wear armor, it can be hurt by physical, psionic and magical attacks and is likely to scream, flee and shape change when threatened or injured.

its knowledge of the Astral Plane to learn about the visitor's own homeland. It is not uncommon on the Astral Plane to find a visitor from the material world walking down a Dragon Road in the company of a group of one or more **Amorphs**.

It seems that the only thing that an **Amorph** needs to survive is something interesting to do. As creatures of ectoplasm, rather than flesh and blood, these beings don't need to eat **food**, drink water or even breathe to survive. Denying them something, anything of interest to do, however, is like preventing a human from eating and they can die of boredom! Boredom to an Amorph is akin to torture, they cannot stand just floating around in the swirling ectoplasm of the Astral Plane. They constantly need to be doing something, whether it's exploring, helping build an Astral Domain, visiting other Astral beings, or engaging evil forces in combat.

For this reason, the "discovery" of Psyscape's *City of the Mind's Eye* has been a godsend for the Amorph race. The city, with its diverse peoples, stores, monuments and other attractions, offers the Amorph stimulation twenty-four hours a day. Plus, if the city starts to get a little boring, they can go out into the world of Rifts Earth through one of its dimensional gates and explore. Hundreds of Amorph tourists descend on the city every week looking for things to do. Most hang around for a few hours, then return to the Outer Layers to possibly return at a later date. There are some who decide to stay, settling down at a job and using the credits to buy things like portable language

Similarly, most are squeamish and likely to react to frightening and gruesome events.

Note: Although any shape can be assumed, animals and humanoids are preferred, and the easiest to maintain convincingly. For one thing, they are mobile and can move about without suspicion to investigate. Remember, the **Amorph's** insatiable curiosity and need to be doing something. Sitting around as an inanimate object is too boring to maintain for more than a few minutes.

2. Natural Abilities: Their natural form is a big glob of featureless ectoplasm.

In the physical realm: As an **Amorphic** Ectoplasmic Intelligence it can float and move in thin air (slow speed and never higher than 50 feet/15.2 m above ground), flatten its body to the thickness of a sheet of paper, or narrow its body to the thickness of a pencil and can slip under doors, through cracks or holes, or to hide. Can fly and hover at will (no I.S.P. cost) and can float and fly above water.

They use psionics to "sense" much of the world and see through a sort of psychic visions and understand all languages via Telepathy. Communicate via telepathy at no I.S.P. cost.

They don't need to breathe and feed on P.P.E. energy (need roughly 21 points a week, or three a day). P.P.E. can be acquired from ley lines or "offerings" from living beings willing to share some of their psychic energy; the **offeror** designates the amount made available.

Other abilities: Special shape changing as noted above, see the invisible (no I.S.P. cost; including Astral beings, spirits and entities), the equivalent of perfect human vision and hearing, and can sense the presence of Dragon Roads/ley lines at one mile (1.6 km). Bio-regenerate 1D6 S.D.C. per melee round and is impervious to disease, poison and pollution. Extreme cold, heat and fire have full effect and damage. Also see psionics.

In the Astral Plane they retain their shape changing and body shaping abilities (flatten, etc.), communicate via Telepathy, flying speed is tripled, Astral Navigation 80% plus 1% per level of experience and can sense the presence of Dragon Roads/ley lines at 10 miles (16 km). Bio-regenerate at 2D6 Hit Points/S.D.C. per melee round.

Note: They can only come to Earth through dimensional portals, not via Astral Projection. They can stay on Earth indefinitely (there's lots to explore) but cannot return home until they can find another way home. Pyscape is one such place that has "portals" to the physical plane.

3. Automatic Dodge: In combat, the **Amorph** have a distinctive defensive maneuver that works like an automatic dodge (can dodge without using a melee action), except that instead of throwing their whole body out of harm's way, they move just the specific part that is endangered by "globbing" out of the way. When an attack comes, the creature's body responds by bending out of the way, creating an opening through which the attack can pass, or by sucking an appendage back into the central blob body and causing the attack to miss.

These reactions are instinctive, reflex actions that require no thought on the part of the character. For that reason, this kind of dodge is done *automatically* and doesn't cost the **amorph** any of its melee attacks as does a regular dodge. Note that all normal bonuses to dodge from hand to hand combat training apply to

this ability. In addition, the character gets a +1 bonus to automatic dodge at levels 3, 6, 9, and 12.

While the ability to **reflexively** avoid being struck by attacks may sound great, it can ruin the illusion of the **Amorph's** physical disguise. An **Amorph** can choose not to use its automatic dodge ability by concentrating on maintaining its disguise. This is difficult however, requiring the character to forfeit one **melee attack/action** and suffers a penalty of -1 on all combat rolls for the rest of that melee round.

Amorph NPC and Optional Player Character

Player Note: This can be a difficult character to play and is not advised; G.M. discretion.

Player Characters are likely to come from Pyscape. These folks are not as naive as the "country bumpkins" fresh from the outer regions of the Astral Plane, but are still pretty naive next to the average human teenager raised in the violent landscape of North America. Players should play these characters like the classic nosy, annoying, eternally curious, but well meaning child who finds everything new and fascinating and snaps photos of everything from rocks with fungus on them to a full-scale CS Military operation. The most foolish or innocent of them would actually go up to ask the senior CS officer questions about what's going on. Most have difficulty recognizing danger and typically follow the lead of their companions.

Alignments: Any, but usually unprincipled (36%) or anarchist (30%).

Attributes: I.Q. 2D4+4, M.E. 2D6+6, M.A. 2D6+12, P.S. 1D6+4, P.P. 1D6+6, P.E. 2D6+6, P.B. shape changing range of 2 to 24 (to humans, their natural form is P.B. 1D4), Spd 2D4+4 walking and flying.

Size: Varies; see metamorphosis ability above.

Weight: 45 to 60 lbs (20.4 to 27.2 kg)

Average Life Span: Immortal unless slain.

S.D.C./Hit Points: Base is P.E. attribute plus 3D6x10. Add an additional 2D6 S.D.C./hit points per level of experience.

Horror Factor: None in its natural form; horror factor when metamorphosed is equal to that of the creature being mimicked.

P.P.E.: 2D6

Natural Abilities: As described previously.

Psionic Powers: Natural psychic creature with M.E. plus 1D4x10 I.S.P. +10 I.S.P. per level of experience.

Starts with the psionic powers of Telepathy, Empathy, Presence Sense, Sense Evil, Sense Magic, Commune with Spirits, Alter Aura, Ectoplasm, Psychic Body Field, Telekinetic Force Field and Psychic **Omni-Sight**. Plus select two abilities from the sensitive or physical categories at levels 2, 4, 8, 12 and 15.

Magic Powers: None.

Combat: As per skill and training.

R.C.C. Bonuses: +6 to save vs horror factor (they're too naive to recognize trouble and danger), +6 to save vs possession, save vs psionics is 12, and +10% to **charm/impress** on top of any attribute bonuses.

Alliances and Allies: As friendly and curious beings, the **Amorph** deal fairly with all whom they meet. These creatures are quick to befriend kindred spirits and go to extreme lengths to help those they consider to be friends. **Amorph**

flocked to the City of the Mind's Eye in Psyscape which offers them a host of new experiences and opportunities.

R.C.C. Skills:

Languages: Two of choice (+15%)

Dance (+20%)

Climb (+10%)

Land Navigation (+25%)

Lore: Astral Plane (+15%)

Lore: One of choice (+10%)

Hand to Hand: Basic

Hand to hand: basic can not be upgraded.

R.C.C. Related Skills: Select four other skills. Plus select an additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: First aid and Holistic Medicine only

Military: None

Physical: None

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%), except Computer Hacking

Science: Any

Technical: Any (+5%), except Computer Programming

Weapon Proficiencies: Blunt, Knife, Energy Pistol only.

Wilderness: None

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: The Amorph are not so reliant on technology as are most other species and carry very little equipment. Basic gear consists of a backpack and satchel or utility belt, folding Swiss Army-type knife, lighter, compass, 50 feet (15.2 m) of rope for tying things, fishing tackle, sleeping roll, portable language translator, PDD player/recorder, conventional weapon of choice and one energy weapon of choice, usually a **vibro-blade** or pistol, plus 1D4 extra E-clips.

Money: 1D6x100 credits. Amorph have no concept of money and keep it only for dealings in the City of the Mind's Eye. They are easily confused and misled as to the value of money as well as of goods and services; a fact which con-men in Psyscape use to their advantage.

Cybernetics: None. Even if an Amorph wanted to avail itself of cybernetic, bionic or any other sort of augmentation, it is impossible because of their amorphous physiology.

Demon-Dragonmage

By Kevin Siembieda, inspired by Mike Dubisch

The Demon-Dragonmage is a bizarre humanoid being who is probably a demon from some other dimension. They appear as white skinned, hairless humans with a **thick, bony skull**. Adults are monstrous with a pair of large, white or pale-gray, dragon-like wings, flaming eyes and tongue, and the head of a dragon hatchling or young adult magically attached to their chest. How they achieve the gruesome accomplishment of joining a dragon's head to their body is a closely guarded secret that almost certainly involves a magical ceremony; probably a Necromantic ritual. When the head of the dragon is attached to them, the demon achieves a new plateau of power: +1,200 M.D.C., P.P.E. is doubled, and all the mystic knowledge of the slain dragon is known to them! It is at this stage in life that the demon reaches full maturity and becomes a deadly "Demon-Dragonmage." It takes hundreds, sometimes thousands of years to reach maturity (and to have sufficient power to kill a dragon by himself, using only magic, natural abilities and his wits). Until then, they are known as "Young-Dragonmages" or just "Dragonmages"



The Young-Dragonmage looks like a D-bee — basically the adult minus the wings and dragon's head torso. These young demons travel the **Megaverse** in search of experience and mystic knowledge. Although they look relatively ordinary, they possess impressive magic and psionic powers that increase with experience and age. Many live their entire youth (typically 1000 to

2000 years) as wandering adventurers or bandits. Some will settle down in one place for years, even centuries, often as the lord or ruler of a town or small kingdom, sometimes the leader of an organization, cult or church, but sooner or later they will take their leave in search of new experiences and greater power. These **Young-Dragonmages** frequently have unprincipled, anarchist or aberrant alignments and may, for a time, engage in heroics and acts of charity, but with age usually comes corruption and a change to one of the evil alignments. Only 15% of all adults are anarchist and only 6% are good; the rest are typically miscreant and diabolic, with about 15% aberrant.

While the young go on adventures, crusades and experience all the nuances of a long life, the adult monsters usually start to build a massive kingdom or nation; some conquer entire worlds. Most go forth to find "lesser" beings to worship them as gods or demigods. Worshipers can include humans and D-bees (usually small tribes or cults), but more typically appeal to violent, monster races like Goblins, **Psi-Goblins**, **Orcs**, **Ogres**, and subdemons like **Brodkil**, Gargoyles and other vile, aggressive and war-like beings.

The **Dragonmage**, at any age, is a mortal enemy of all dragons. As such, most dragons instinctively take a strong dislike (if not hatred) of even the nicest, most affable demons. Young-Dragonmages of good alignments are also viewed with distrust and negative feelings. Many adult and ancient dragons, good and evil, kill **Demon-Dragonmages** on sight, especially the considerably more vulnerable Young ones. Some dragons even engage in bloody campaigns of genocide when it comes to these demons and kill good and anarchist aligned young with the commitment they have in killing evil ones, confident in the knowledge that most will turn evil over the passage of time. Better that a few innocent ones perish than make a mistake and let one of these vile monsters grow to adulthood. Part of this extreme prejudice comes from the fact that to achieve adulthood, the Young must eventually slay an experienced hatchling or young adult dragon. Worse, the demon steals the dragon's power and wears him like a trophy. Moreover, most Young-Dragonmages share an instinctive dislike toward dragons and engage in their persecution and murder (with others helping them).

Demon-Dragonmages, young and old, are also disliked or hated by Temporal Raiders and their disciples, and True Atlanteans, both of whom seem to find themselves clashing against evil young and adults on a regular basis. The **Splugorth** aren't too fond of them either. They find Demon-Dragonmages to be overly arrogant and disrespectful.

Special R.C.C. Powers of the Demon-Dragonmage

1. A Creature of Fire: The Demon-Dragonmage has an affinity with fire. As a **Young-Dragonmage** it is impervious to all normal heat and fire, including M.D. plasma. Magic fire and magical flaming weapons inflict half damage. Many of its early magic spells are fire based.

Adults are completely impervious to even magic fire, have fire coming from their eyes and have a fiery tongue. They can also breathe fire and spit fire balls; 300 foot (91 m) range and 6D6 M.D. in both cases.

2. Psionic Powers: *At first level*, the character has the powers of **Pyrokinesis**, **Bio-Manipulation**, **Telepathy** and **Mind Block**.

Each subsequent level of experience, the demon can select one Super Psionic Power of choice and a total of three psionic powers from the categories of Healing, Sensitive **and/or** Physical.

3. I.S.P.: The young demon is a master psionic with 2D4x10 I.S.P. plus the M.E. attribute number. Add an additional 10 I.S.P. per level of experience.

4. Supernatural Demonic Abilities:

1st level: **Nightvision** 1000 feet (305 m), see the invisible, heals three times faster than humans and is impervious to disease.

2nd level: Leap 10 feet (3 m) high or across and +2 to roll with impact or fall.

3rd level: Turn invisible at will; no I.S.P. or P.P.E. cost.

4th level: **Bio-Regenerate** 1D6 M.D.C. per melee round.

5th level: +1 attack per melee round, +1 on initiative, +2 to pull punch, +3 to save vs Horror Factor.

6th level: Magically understands and can speak all languages.

7th level: Sense ley lines, same as the Line Walker.

8th level: +6 to save vs possession.

9th level: Can **Teleport** self and up to 300 lbs (122 kg) at will, up to five miles (8 km) away, at no P.P.E. cost.

10th level: Considered a Greater Demon; Dimensional Teleport 30% +2% per each subsequent level of experience.

5. Vulnerabilities: Magical cold and ice based attacks inflict double damage. Most types of magic, psionics and energy weapons inflict full damage.

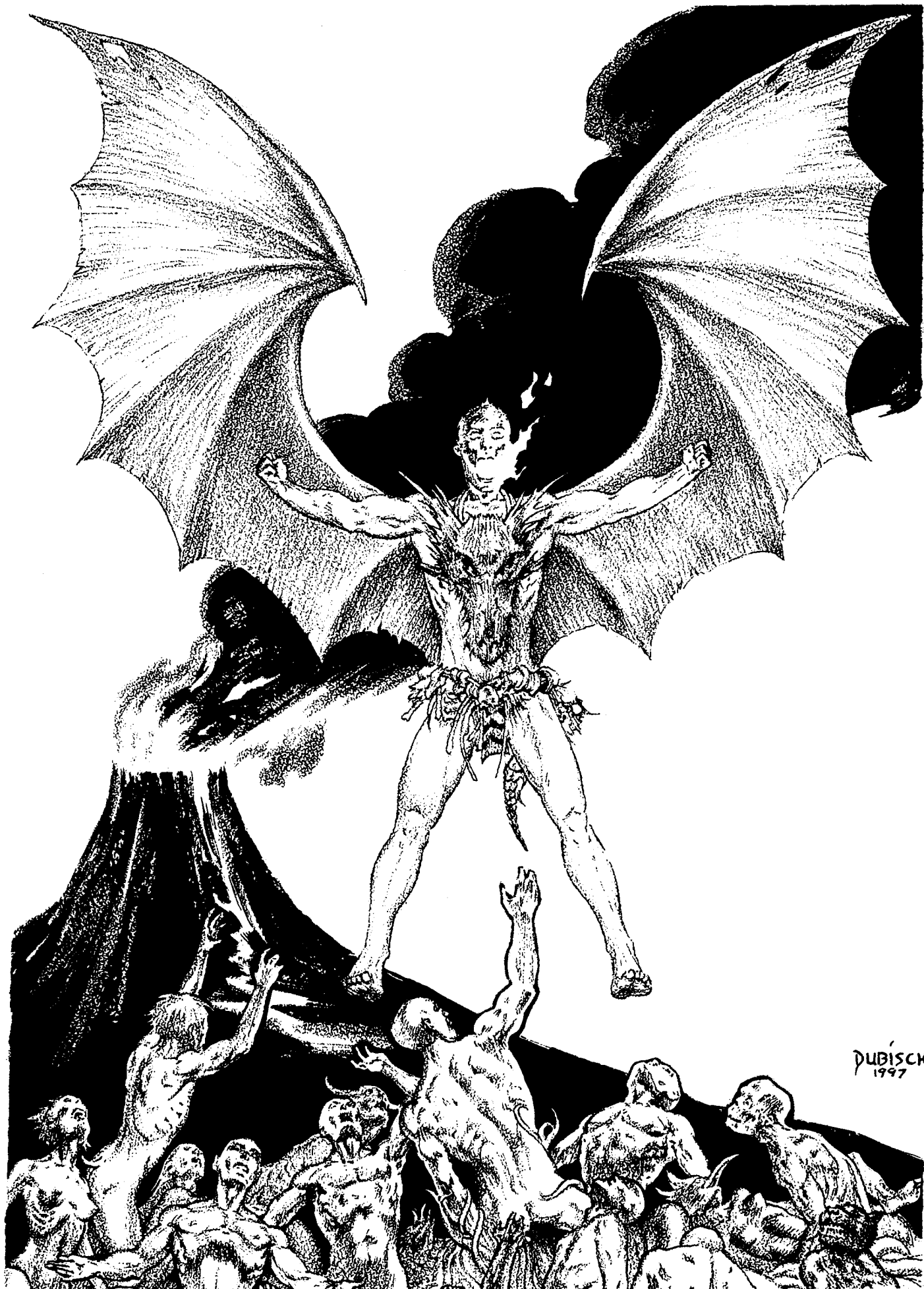
Dragonmage NPC Villain and Optional Player Character

Player Note: This can be a difficult character to play and is not advised; G.M. discretion.

Any player character could be a Young-Dragonmage and is likely to be of good or anarchist alignment. However, regardless of alignment and good deeds, they are disliked or hated and targeted by dragons, even hatchlings, Temporal Raiders, and True Atlanteans (especially Undead Slayers and the Sunaj). Creatures of light, angels and spirits will also be wary of these demonic beings and any people who associate with them. Most humans, D-bees and lesser demons won't know what they are or anything about them. If word gets out (from a dragon or other enemy) that the character is a demon, it is likely to reflect badly on the entire group, create fear and apprehension, get the group tossed out of town and probably elicit **brawls**, fights and challenges —**probably** from well meaning authorities, lawmen, bounty hunters and heroes looking to protect their town or to make a name for themselves. Note: Characters with the skill **Demon & Monster Lore** may recognize the Young-Dragonmage (adults are unmistakable), but are -10% to do so because these are comparatively uncommon demons on Rifts Earth.

Alignments: Young can be any, but usually anarchist (40%) or evil (40%). Adults are predominantly evil, with only 6% being good.

Attributes of the Young: I.Q. 2D6+8, M.E. 2D6+10, M.A. 2D6+12, P.S. 2D6+16, P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6+3, Spd 2D6+16 (cannot fly under their own power until they reach Demon-Dragonmage status). Note: The mature Demon-



Dragonmage sees all mental attributes, P.P., and P.E. raised 30%, and P.S. and Spd doubled!

Size: 6-7 feet (1.8 to 2.1 m) tall. The mature Demon-Dragonmage doubles in size.

Weight: 200-250 lbs (90 to 112.5 kg), triple as a mature adult.

Average Life Span: Immortal unless slain.

Hit Points: Mega-damage creature.

M.D.C.: P.E. attribute $\times 10$ plus 3D6 per level of experience. +1,200 M.D.C. when transformed into a **Demon-Dragonmage**.

Horror Factor: Young: 10; Mature Demon: 15.

P.P.E.: **1D4** \times **100**+P.E. attribute number. Add 3D6 per level of experience; doubles upon attaining **Demon-Dragonmage** status.

Average Experience Level of NPC Villains: Young: 1D4+4; fully mature Demon-Dragonmage: 15-25th level, sometimes higher. Use the dragon experience table.

(Super)Natural Abilities: As described previously.

Psionic Powers: As described previously.

Magic Powers: Starts with Blinding Flash, Ignite fire, Fuel Flame, Fire Bolt, Fire Ball plus 3D4+8 spells selected from the spell levels 1-6; see **Rifts® Federation of Magic™** for a complete, and up to date list of spells. The experienced character (10th level and up) can also learn Temporal Magic (see *Rifts® England*). Fundamentally has the spell casting abilities of a Ley Line Walker (without the **Walker's** O.C.C. abilities) and can learn additional magic the same as the Line Walker.

Combat: As per skill and training.

Alliances and Allies: Often associates with other supernatural beings, psychics and practitioners of magic. Depending on the demon's disposition, alignment and place in life, he can associate and befriend just about any O.C.C. or R.C.C., race or people.

R.C.C. Skills:

Languages: Demongogian & Dragonese at 98% plus two of choice (+15%)

Literacy: One of choice (+15%)

Basic Math (+20%)

Seduction (+13%)

Dance (+20%)

Sing (+10%)

Climb (+10%)

Land Navigation (+10%)

Lore: Demons & Monsters (+20%)

Lore: One of choice (+10%)

Pilot or Horsemanship: Two of choice

W.P. One Ancient of choice.

W.P. One Modern of choice.

Hand to Hand: Expert (or Assassin if anarchist or evil)

The hand to hand skill can not be changed or upgraded.

R.C.C. Related Skills: Select five other skills. Plus select an additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Commestic: Any

Electronics: Any (+5%)

Domtrical: None

Espionage: Any (+5%)

Mechanical: None

Medical: None

Military: Any (+5%)

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Any (+5%)

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: None

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 3, 5, 8, 11 and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Basic adventure equipment, may or may not use body armor, has a set of clothing (like cloaks and leather), backpack, bedroll, 1D4 medium sacks, utility belt, lighter, compass, 50 feet (15.2 m) of rope, portable language translator, survival knife, and canteen.

Weapons: Two reflecting the character's W.P.s; they love magic weapons and devices of all kinds, but start with none.

Vehicle: Starts with none.

Money: Starts with **1D6** \times **1000** in credits.

Cybernetics: As a self-regenerating supernatural being it cannot get implants or bionics.

Lanotaur Hunter R.C.C.

By Patrick Nowak & Kevin Siembieda

Lanotaur are cunning, fearsome and relentless predators that have come to stalk the forests of Earth. These supernatural D-bee hunters are hulking psychic warriors who can be likened to a cross between a **Psi-stalker** and a Juicer. It is easy to see the Juicer side of the comparison for the Lanotaur possess great agility, inhuman speed, super-strength and are huge, powerfully built creatures. What few suspect is that these intelligent aliens share some of the extrasensory perception of the **Psi-Stalker**, including sensitivity to magic, psychics and, to a lesser degree, supernatural creatures. The Lanotaur use their psionic abilities and physical attributes to overwhelm their prey — which, to them, includes most humanoids and other predators.

The Lanotaur, like many other supernatural predators, hunt humanoids not out of any biological need but out of preference. This is not because these D-bees are partial to the taste of humanoid flesh, nor is it a desire to cause suffering, they hunt them for sport. To make the hunt all the more challenging, the Lanotaur don't use any weapons except their own claws, slashing tail and psionic powers. They enjoy the thrill of stalking humans and D-bees armed with all their technological gizmos, but they especially enjoy stalking other psychics and practitioners of magic — prey not readily available in most other parts of the Megaverse.

The Lanotaur find hunting a test of their skill and resourcefulness, but mainly they love the emotional thrill. The more deadly and challenging their opponent, the better. The prize for the winner: survival.

Most Lanotaur have a highly developed sense of honor and fair play (55% are of aberrant alignment). This compels them to

fight only worthy opponents like armed warriors, adventurers, psychics, men of magic, dragons and supernatural beings. Many of these hunters will actually spare a foe they come to respect and admire.

The usual strategy of this alien hunter is to follow and study its prey for a time, using its magic and psionic abilities to remain hidden. During this time, the creature will attempt to determine just how dangerous its quarry(s) is by using its psionic sensory abilities and field assessments. The Lanotaur have the greatest respect for the abilities of psychics and magic practitioners, and usually seek them first. Once the hunter is satisfied that he or she has found a worthy adversary, it is ready to attack. Often this first strike is an attempt to overwhelm its prey in fierce, close quarters fighting before again escaping to the safety of the forest. On other occasions, the creature will challenge an opponent to one on one combat, a duel, shootout or other form of deadly hand to hand or psionic combat. Most Lanotaur prefer to hunt alone or in small groups of 2-4. When hunting in "the wild" (which can actually include city streets, alleys and rooftops), the Lanotaur use stealth, ambush and hit and run tactics to whittle down the numbers of an enemy group — they enjoy tackling groups, it's more of a challenge. When the hunter is outnumbered, it will never stay in the open for more than a few minutes (2D4 melees) unless it is trapped.

The Lanotaur seem to feel a special kinship for **Psi-Stalkers**, **Darkhounds** and **Dog Boys**. They can sense the similarities shared between them and these Earth creatures and, as a result, try to avoid lethal confrontations with them. When they do face them, the Lanotaur show them the utmost respect and courtesy. This means they may try to subdue rather than slay them, **and/or** show mercy with a quick kill. There have even been a few occasions where one or more Lanotaur hunters have come to the aid of these "kindred aliens."

The Lanotaur are game hunters who see Rifts Earth as a giant hunting preserve. They do not acknowledge any of its people, nations or laws and never ally themselves to any Earth forces. The **Splugorth** and their minions know of the Lanotaur and don't particularly like them, but have been known to cater to their desires by providing game, arena battles and "safaris." These dimension spanning hunters are also known to True Atlanteans, the Sunaj, Chiang-Ku dragons, and Temporal Raiders, all of whom are sometimes hunted by them. None have any respect for these "sportsmen."

Special R.C.C. Abilities of the Lanotaur

1. Sense Psychic and Magic Energy: The Lanotaur are able to detect the telltale signature or "scent" of psychic and magic energy just like a **Psi-Stalker**. This ability is identical in every respect to the **Psi-Stalker** power of the same name which is described in the **Rifts® RPG** on page 105 and also on page 158 of **Rifts® Lone Star**.

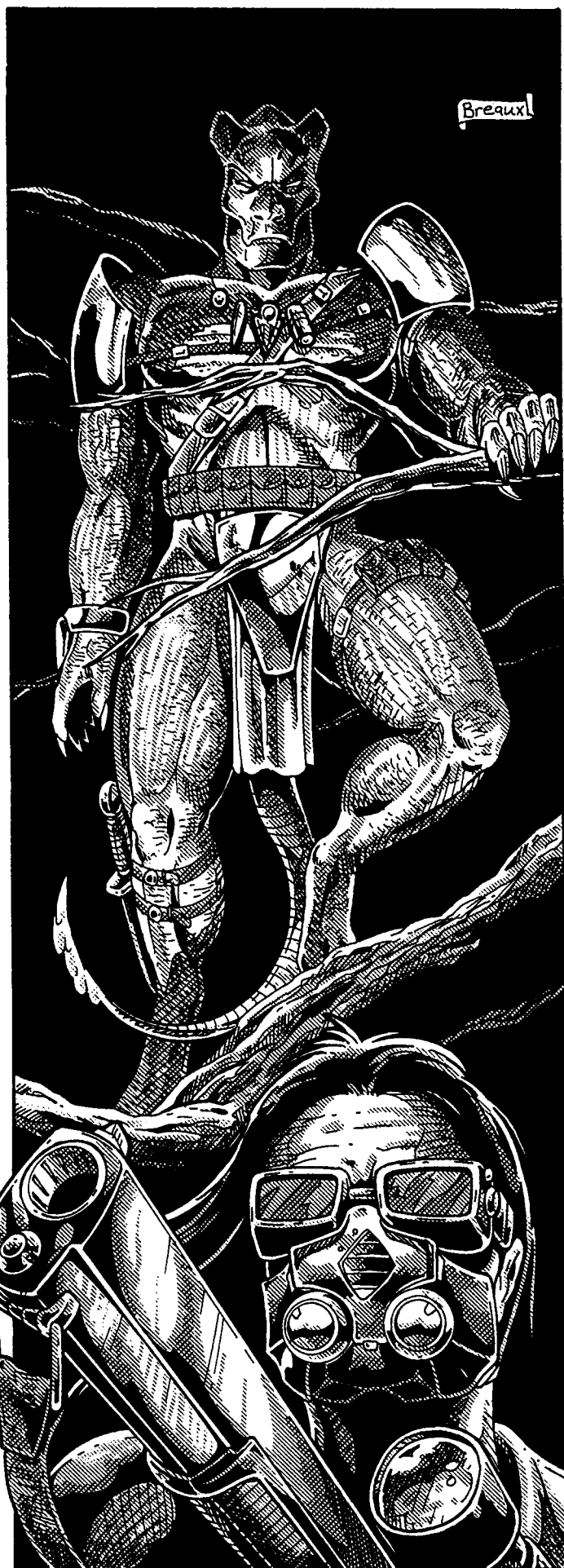
Ranges: Sensitivity to a fellow psychic or magic practitioner *not* using his powers is 50 feet (15.2 m) +20 feet (6 m) per each additional level of experience.

Sensitivity to psionic and magic powers being used is 600 feet (182 m) +100 feet (30.5 m) per level of experience.

When tracking a psychic scent, roll percentile dice every 1000 feet (305 m) to see if the hunter is still on the trail.

Duration: Automatic and constant.

I.S.P.: None, automatic ability.



2. Psychic Reflexes: One of the things that makes the **Lanotaur** so deadly in a confrontation is their uncanny combat intuition and lightning-quick reflexes. The creatures can leap, dodge, weave, and parry attacks coming from ten different directions at once and still strike back with incredible precision. A **Lanotaur** seems to know exactly what his opponents will do before they do it, even the ones who get around behind it. This is the direct result of the psi-hunter's ability to telepathically and **empathically** pick up clues (almost like psychic body language) about what their opponent(s) will do next. This gives them a distinct advantage except against opponents who are Mind Blocked.

These alien hunters also have *psychic combat awareness* that takes over when they get into a fight. In a sense this awareness is like a computer override system of super-quick reflex actions that temporarily supersedes normal thought processes (although not entirely). Thus the Lanotaur responds instinctively and automatically to openings and attacks in combat without having to think about it. In many regards, the Lanotaur is like a “**juiced-up**” Juicer who's **fighting** at warp speed with adrenaline and other chemicals pumping to keep them moving and reacting at lightning speed — sometimes seeming as if everyone else is standing still!

Bonuses from this special psychic ability are already figured into the combat skills and bonuses listed below rather than being listed separately. This helps to explain why the bonuses are so **terrifyingly** high. The trick to defeating these **hyperkinetic** fighters is teamwork, long-range strikes (they are unbelievable at close-range), the clever use of psionics and magic, and surprise attacks.

Range: Self

Duration: Automatic and constant.

I.S.P. Cost: None, automatic ability.

3. Mind Over Body: These creatures have such control over their bodies that they can regulate their body temperature to such an extent as to mask their heat signature (no heat radiates from the Lanotaur, making it next to impossible to detect with **IR** and thermal-imaging optics; these optics systems cannot detect the creature at distances greater than 200 **feet/61 m**). They can also control their body chemistry to reduce their scent (-20% to track by scent) and can fool a lie detector every time. They can also simulate a coma or death trance.

4. Other Psionic Powers: In addition to those above, the Lanotaur starts with the powers of Mind Block Auto-Defense, Presence Sense, Sixth Sense, Death Trance, Telepathy, Read Dimensional Portal, Deaden Senses and Alter Aura.

At second level, the psi-hunter can select **1D4** Physical abilities.

At third level, the Lanotaur can select **1D4** Sensitive abilities.

At fourth level, Psi-Sword and one other Super-Psionic power of choice.

At fifth level, Bio-Regeneration (super) and one Super-Psionic power of choice.

At sixth level and each subsequent level of experience, the character can select one psionic power from the Sensitive or Physical categories.

The Lanotaur are Master Psychics, but are -2 to save vs psionic attack (they need a 12 or higher to save).

5. I.S.P.: **1D6x10+10** I.S.P. plus the M.E. attribute number. Add an additional **2D6** I.S.P. per level of experience.

6. P.P.E.: P.E. x3 plus **3D6** per level of experience.

Lanotaur Psi-Hunter NPC Villain

Pronounced: Lan oh tor

Alignment: Any, but anarchist or evil are most common.

Attributes: I.Q. **2D6+8**, M.E. **3D6+8**, M.A. **1D6+1**, P.S. **2D6+14**, P.P. **1D6+20**, P.E. **3D6+8**, P.B. **2D6**, **Spd.** **2D6x10+18**; supernatural attributes.

Size: 8 to 9 feet (2.4 to 2.7 m) tall.

Weight: 600 to 800 **lbs** (272 to 363 kg).

Average Life Span: **80-120** Earth years.

Hit Points: A mega-damage creature.

M.D.C.: P.E. plus **3D6x10**; add an additional **2D6** M.D.C. per level of experience.

Horror Factor: 12

P.P.E.: See above.

Natural Abilities: High physical attributes, superhuman speed and reflexes, psionics, naturally ambidextrous, **nightvision** 100 feet (30.5 m), swim 60%, climb 80%/70%, prowl 50% +2% per level of experience, track by sight (follows trails, footprints and other visual signs) 44% +4% per level of experience, and heals twice as fast as humans. Also see psionic abilities.

Combat: Equal to Hand to Hand: Martial Arts but with the abilities of Paired Weapons, Kick and Leap Attack at first level.

Bonuses: Add four (yes, four) additional attacks per melee round, +8 on initiative, +4 to strike, +5 to parry, +7 to dodge, automatic dodge on all attacks including those from behind, +3 to disarm, +5 to pull punch, +4 to roll with impact or fall, +6 to save vs Horror Factor and +2 to save vs non-lethal and lethal poisons.

Damage: Based on supernatural P.S. (typically **3D6** S.D.C. on a restrained punch, **1D6** M.D.C. on a full strength punch, and **2D6** M.D.C. on a power punch). Slashing prehensile tail inflicts **2D6+2** M.D. Claws add **1D6** M.D. to punching attacks.

Psionics: Described previously.

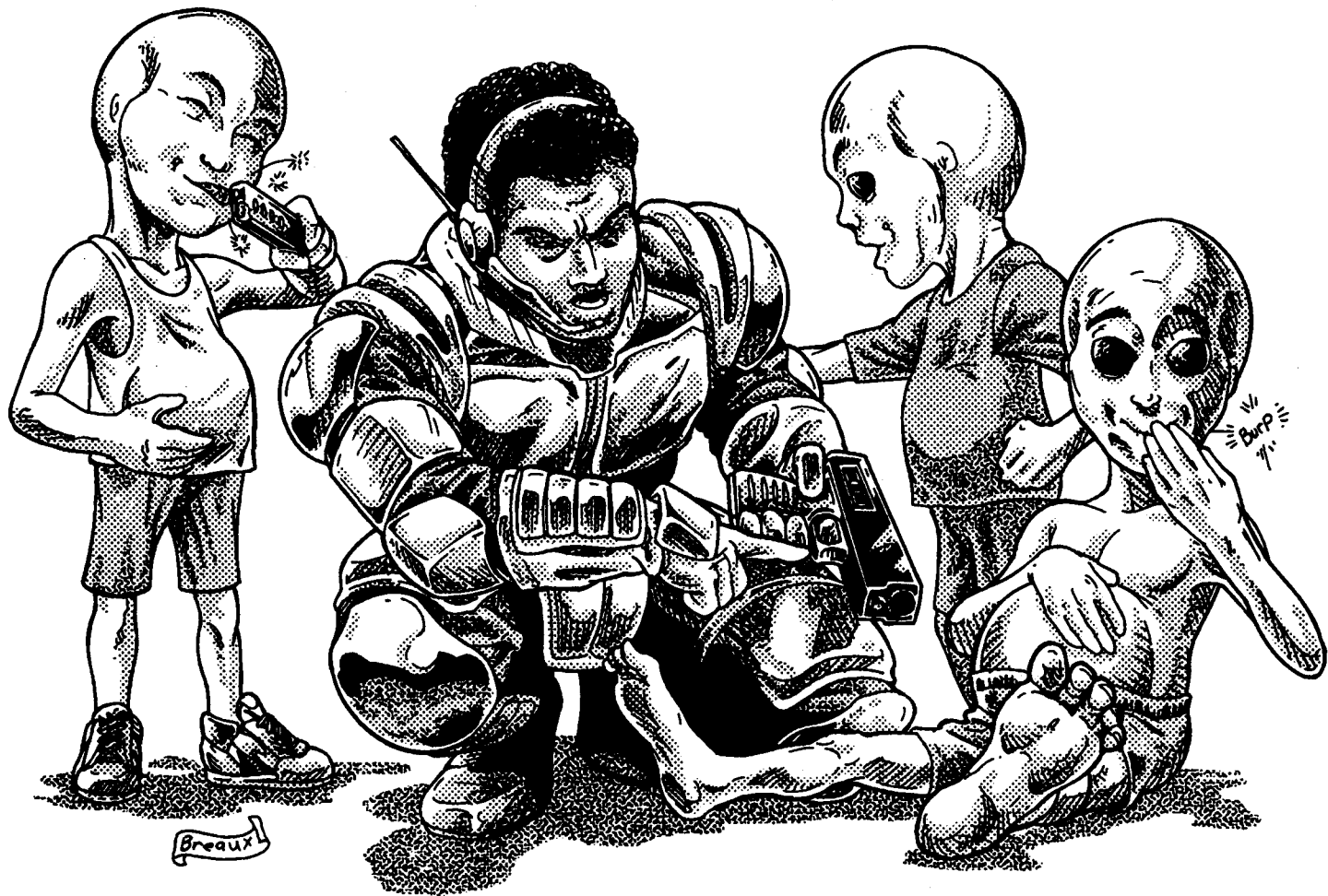
Magic (limited): Invisibility (superior), Chameleon or Shadow Meld, Dimensional Portal, Close Rift, Mystic Portal, Time Hole, Sanctum, Anti-Magic Cloud, Astral Hole, Warp Space, Swap **Places**, Lifeblast, Magic Shield, Lightblade, Enchant Weapon and Restore Life (the latter spells are described in *Rifts® Federation of Magic™*). Lanotaur higher than 5th level may also know a total of **1D4+2** additional spells from spell levels **7-11**. Their magical knowledge is impressive but limited as it is a secondary discipline used primarily for dimensional travel and concealment.

Habitat: Prefer forest environments from mixed forests to rain forests. **Lanotaurs** also enjoy environments with giant trees. These superhuman predators have been spotted in the forests and jungles of North America (US & Canada), South America, Southeast Asia and Africa. The Magic Zone, **Calgary**, parts of South America, the African Congo, and China are among their favorite hunting grounds because of the lush forests and the high concentration of psychics, magic practitioners and the supernatural beings they prefer to hunt. Germany and the Gargoyle Empire has little appeal; too much war and devastation presenting the best opportunities for boring stand-up fighting.

Allies: As solitary hunters, the Lanotaur have no allies per se; they don't get along very well with their own kind, let alone with other beings. However, these D-bees do recognize Psi-Stalkers, Darkhounds and Dog Boys as being kindred spirits worthy of their respect and attention.

Enemies: Lanotaur have no declared enemies. They are hunters who view any life form as potential prey. And like most subsistence hunters, the Lanotaur take no more and no less than what they need to live. Lanotaur who have adopted a particular hunting ground as "theirs" or as a temporary home, will fight fang and claw to defend their territory from invaders, especially the farmer, logger and developer who threatens deforestation in the name of progress.

Weapons & Equipment: Tends to rely on their natural abilities and cunning, but may use simple melee weapons and magical constructs (lightblade, enchant weapon spells). Tend to avoid using magic weapons and devices because it's not fair.



Power Leech R.C.C.

By Patrick Nowak & Kevin Siembieda

Short and scrawny, with overly large heads and large, sad eyes, the Power Leech appears to be one of the least threatening D-bees around. The word cute could actually be used to describe these aliens who resemble human children with their disproportionately large heads, big innocent eyes, pot bellies and stick-like arms and legs. This physical resemblance is reinforced by the aliens' natural exuberance, curiosity and playfulness; even the oldest of Power Leeches enjoy the company of children and

can more often be found playing with or watching children of all species than with grown-ups. But despite their appearance and demeanor, these D-bees are far from helpless infants. They are counted among the ranks of the most dangerous supernatural predators on Earth.

The name given to these seemingly harmless beings says it all. Power Leeches have the amazing psychic ability to drain energy including magic energy (P.P.E.), from their surroundings through every pore in their body! Energy absorbed in this fashion is digested as nourishment in a manner parallel to human consumption of food and water. This remarkable survival ability

allows Power Leeches to live in harmony with their planet, which is continually beset with solar flares, nuclear radiation and ley line storms. These events provide the strange little aliens with nourishment and has allowed them to flourish.

A hundred or so were accidentally torn from their world and brought to Rifts Earth. They are not dimensional travelers and have no knowledge of how to get home, so they have adapted to Earth by feeding on a multitude of energy sources that include electricity (TVs, radios, coffee makers, flashlights, batteries, etc.), nuclear power plants, **E-Clips**, ley lines, nexus points and practitioners of **magic!** Men of magic can only be drained of P.P.E. when casting spells; if they fail to save vs psionics, at a -4 penalty, the spell fails but the character must still expend the required P.P.E., energy that is sucked into the Power Leech.

If just being able to drain energy weren't enough, the Power Leech grows in size, strength and toughness as it absorbs energy. This may be a side-effect of the magic energy of Rifts Earth. When a Power Leech absorbs a large amount of energy (100 M.D. or P.P.E., or more) or a robot's nuclear power plant in less than an hour, its metabolic rate increases to quickly burn off the excess energy. As its metabolism rises, the D-bee literally expands, resulting in a massive growth in strength and size (height & weight). This is why the Power Leech is so dangerous, for while his enemies are rendered powerless (weapons & P.P.E. drained), the character becomes a raging titan as mighty as any major demon or elemental! Blasting it with more magic only makes it more powerful.

After the excess energy is burned off (within 48 hours), the alien returns to its normal size and its metabolism slows down to a point where the creature can go for weeks without having to feed.

Special R.C.C. Abilities of the Power Leech

1. Energy Absorption (special): Members of the Power Leech species have the psychic ability to absorb energy. The character can psychically draw energy into himself, whether it is ambient, like P.P.E. from a ley line (15 points per hour can be absorbed), or stored in a battery or **E-clip**, either by touch, standing within five feet (1.5 m) away, or when energy is directed at it (energy blast, nuclear blast, magical fire ball, electrical charge or most any spell).

When this power is activated, the character drains *all* the energy that is sent directly at it or from any battery (including a living magic practitioner) it touches. Unless it feels like gorging or wants to make itself larger and more powerful, the creature can drain contained energy at a slow rate — just enough to satisfy its hunger, but not enough to make it big.

However, the Power Leech will absorb *all* the energy directed at it as a defense mechanism. This means energy blasts, radiation and nuclear explosions do no damage and only serve to feed the creature, make it gigantic and more powerful. All energy absorbed has a cumulative effect. In this case, M.D. counts as a measure of power.

Every 100 M.D. absorbed by the Power Leech in an hour or less has the following effect: Adds **1D4x10+20** to its M.D.C., increases its size and weight by 20% (geometric growth), increases P.S. 1D4 points, Horror Factor 1.5, provides 2D6+10 additional I.S.P., and can bio-regenerate 2D6 M.D. per minute.

Absorbing the battery energy from a flashlight or radio is the equivalent of 0.25 M.D.

Absorbing a car battery is the equivalent of 2 M.D.

Absorbing a single full E-clip gives it the equivalent M.D. energy of each blast that could have been fired with that clip; typically, the rough equivalent of 200 M.D., 300 if a long-clip.

Absorbing "all" the energy from a typical, nuclear powered suit of power armor, robot vehicle, or vehicle or medium nuclear bomb is the rough equivalent of 2,000 M.D. (they seldom drain all that energy); can be drained at a rate of 200 M.D. a minute.

Absorbing electrical energy from a constant source of energy (i.e. electrical or nuclear power plant that powers a city, etc.) is the equivalent of 200 M.D. per minute.

Absorbing Magic Energy. This can be done two different ways. The first is by touching or standing within five feet (1.5 m) of a practitioner of magic, dragon or other creature who is a living P.P.E. battery, and intentionally syphoning off magic energy. As much as 20 P.P.E. can be drained per melee round (it can elect to drain less). Magic items that serve as a P.P.E. battery or reserve can also be drained this way, but not rune weapons or Techno-Wizard devices (unless the latter is a P.P.E. battery or **P.P.E.-clip** for a weapon).

The second method is really a defense mechanism. *Any* spell or magic energy directed at the Power Leech (including area affect spells when the D-bee is caught in its area of effect) are likely to be absorbed by it! To make this determination, the magic casting character rolls to save vs psionic attack at -4 to save (if it normally needs a 15 or higher to save, he now needs a 19 or higher, if a 10 is normally needed to save, he now needs a 14 or higher).

A failed roll means all the P.P.E. energy expended to cast that spell is absorbed by the Power Leech and there is no damage or magical effect/manifestation — the Power Leech effectively ate it!

If the mage successfully saves, the spell is cast, but does one third damage **and/or** has one third its normal effect on the Power Leech (reduce penalties, damage, duration, etc.)

Every 100 P.P.E. absorbed by the Power Leech in less than an hour has the following effect: Adds **1D4x10+20** to its M.D.C., increases its size and weight by 20% (geometric growth), increases P.S. 1D4 points, Horror Factor 1.5, provides 2D6+10 additional I.S.P., and can bio-regenerate 2D6 M.D. per minute. This is in addition to effectively neutralizing the spell magic used against it in the first place.

Power Leech NPC Villain & Monster

Note: This character is not intended to be used by players.

Alignments: Any, but typically anarchist (55%) or evil (35%).

Attributes: I.Q. 2D6+5, M.E. 3D6+5, M.A. 2D6+3, P.S. 2D6, P.P. 2D6+5, P.E. 2D6+1, P.B. 3D6+5 (cute looking), Spd 2D6+5. Supernatural physical attributes.

Size: 2.5 to 4 feet (0.8 to 1.2 m; see below)

Weight: 50 to 80 lbs (22.7 to 36.3 kg; see below)

Average Life Span: 90-110 years.

Average Level of Experience: 1D4+2

M.D.C.: Base M.D.C. is 2D6 +P.E. attribute number, plus an additional 1D6 M.D.C. per level of experience. Remember, however, that when the Power Leech absorbs energy its mega-damage capacity increases dramatically!

Horror Factor: None in their natural form, but increases with size.

Personal P.P.E. Base: 5D6

Natural Abilities: Basically human-like but have a smaller, and lighter build, nimble and with rubbery mega-damage skin. Naturally ambidextrous and psychic.

Psionic Powers: Equal to a major psychic (saving throw of 12) with the psi-powers of Mind Bolt (super), Telekinetic Punch, Telekinetic Push, Sense Magic, See **Aura**, Mind Block and two of choice from either the healing or physical categories.

I.S.P.: Base is M.E. attribute plus 1D4x10 I.S.P. Add 2D4 I.S.P. per level of experience.

Magic Powers: None.

Combat: As per skill level.

Damage: Normal punch does 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch, and 1D4 M.D. on a power punch. The damage inflicted by hand to hand attacks increases dramatically as the character absorbs energy and grows in power.

R.C.C. Bonuses: Add one attack per melee round, +1 to strike, +2 to parry and dodge, +4 to roll with punch, +1D4+2 to save vs magic, and +5% to all skills requiring manual dexterity including escape artist, pick locks, **demolitions**, mechanical and electrical skills.

Alliances and Allies: Most of the family clans that migrated to Earth have pledged their allegiance to Psyscape and are citizens of that country. Individuals are likely to associate and befriend any beings of a like alignment regardless of species, nationality or creed.

R.C.C. Skills:

Speaks alien native language at 98% proficiency.

Speak Earth Languages: Two of Choice (+10%)

Land Navigation (+10%)

Climbing (+20%)

Prowl (+10%)

Palming (+10%)

W.P. Paired Weapons

W.P.: One of Choice

Hand to Hand: Basic

Hand to hand: basic can only be upgraded to Expert at a cost of two "other" skill selections.

R.C.C. Related Skills: Select four other skills at level one, plus select two additional skills at levels 3, 7, 11, and 15. All new skills start at level one proficiency.

Communications: Any

Cowboy: None

Domestic: Any (+5%)

Electrical: None

Espionage: Escape Artist, Intelligence and Wilderness Survival only.

Mechanical: Basic Mechanics only

Medical: None

Military: None

Physical: Any, except Boxing and Body Building

Pilot: Any

Pilot Related: Any

Rogue: Any (+2%)

Science: Math only

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: None

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 5, and 10. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Set of durable clothes, often including a utility jumpsuit covered in pockets, utility belt and pouches, heavy-duty backpack, sleeping bag, survival knife, canteen, plus basic personal items. Most do not wear any sort of armor and carry few weapons; perhaps a **Vibro-Knife** and energy pistol(s) of choice with 1D4 additional **E-clips**.

They like the taste of sweet and salty items.

Money: 3D6x100 credits plus another 2D4x1000 credits worth of black market items. A Power Leech can make a killing as a town champion, lawman, bounty hunter or mercenary thanks to their energy absorption ability.

Cybernetics: None. Cybernetics are never considered because they are unnatural, and impede the character's psychic powers and ability to grow.

Habitat: They can be found anywhere in the world and are scattered throughout the Megaverse. Less than a hundred are believed to be currently on Rifts Earth, a third of which are wandering North America.

Psi-Goblins R.C.C.

Psi-Goblins are another race suspected of having been brought to Earth by Lord Alistair Dunscon. He has an army of 2000 operating as defenders of the Dunscon Kingdom, but another several hundred are scattered throughout the Magic Zone. The latter are "allegedly" unallied with the True Federation and operate as mercenaries, bandit gangs, raiders, highwaymen and thieves; some also offer their services to evil powers as spies, bodyguards and assassins. Whether true or not, most people believe all Psi-Goblins are the servants of evil, if not specifically allied to Lord Dunscon, and regard them with suspicion and hatred. Psi-Goblins are also hated and feared because of their savagery and cruelty. They are foul, little people who hate things of beauty and who are obsessively jealous and greedy. Consequently, they hate anybody who is more attractive (which sometimes includes all tall people), wealthier, or more powerful. They enjoy torturing, disfiguring and maiming their victims and are experts at painful and frightening means of interrogation. Part of this is their upbringing in a brutal, selfish, dog-eat-dog society that is war-like and violent. The other part of their repugnant personality and behavior is their vile nature which just tends to be petty, cruel and short-tempered. Their dark, violent side is fueled by the fact that they are natural predators who prey upon Faerie Folk in their own, native world. On Rifts Earth, however, Faerie Folk are comparatively uncommon, so they prey on humans, **Psi-Stalkers**, D-bees and young, weak or injured creatures of magic.

The **Psi-Goblin** heralds from an alien world that is similar in geography, flora and fauna to Earth. Their world is also rich in magic, although only a tenth as great as Rifts Earth, and the dominant species are Faerie Folk and similar beings. Consequently, they **have** adapted well to North America. Like other varieties of goblins, they are creatures of magic, which means



they have some measure of innate magical abilities; much more so than the Goblins of the Palladium World or Wormwood.

Special R.C.C. Abilities of the Psi-Goblin

1. Magic Abilities: The Psi-Goblin can perform each of the following three times per 24 hour period: Shadow Meld, Armor of Ithan, Fool's Gold, Repel Animals, Energy Bolt, Force Bonds and Frostblade (the latter two spells are found in Federation of Magic).

2. Psionic Powers: Considered Major Psychics with the powers of Detect Psionics, Death Trance, See the Invisible, Sense Magic, Sense Evil, Mind Block, Ectoplasm and two physical powers of choice.

3. I.S.P.: 1D6x10 I.S.P. plus the M.E. attribute number x2. Add an additional 1D6 I.S.P. per level of experience.

4. P.P.E.: 3D4x10 plus P.E. attribute number x2; does not increase with experience.

Psi-Goblin NPC Villain & Optional Player Character

Player Note: Any Psi-Goblin allowed as a player character is likely to be unprincipled or anarchist. Scrupulous, principled or aberrant ones are a rarity.

Alignment: Any, but most are anarchist (35%), miscreant (32%) or diabolic (30%).

Attributes: I.Q. 1D6+8, M.E. 2D6+8, M.A. 1D6, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 2D6, Spd. 6D6. On Rifts Earth (and Wormwood), they have supernatural P.S. And P.E. And are **mega-damage** creatures, but on their native world and other places where magic energies are considerably weaker, they are Hit Point and S.D.C. beings.

Size: 4 to 5 feet (1.2 to 1.5 m) tall.

Weight: 90 to 120 lbs (40.8 to 54 kg).

Average Life Span: 1000+ Earth years.

Hit Points: P.E. attribute number plus 6D6 points. Add an additional 1D6 Hit Points per level of experience.

S.D.C.: 1D4x10; but is a mega-damage creature on Rifts Earth.

M.D.C.: P.E. attribute number plus 6D6+10 points. Add an additional 1D6 M.D.C. per level of experience.

Average Level of Experience: NPCs 3-7; player characters start at level one or two.

Horror Factor: 11

P.P.E.: See above.

Natural Abilities: High physical attributes, good speed and reflexes, **psionics**, and innate magic abilities, plus double-jointed (see bonus for escape skill), Nightvision 1000 feet (305 m), swim 55%, climb **80%/70%**, and bio-regenerates 2D6 points per hour and can **regrow** fingers, ears and similar within 72 hours, a hand, arm or leg in 1D4 weeks. Also see psionic and magic abilities.

R.C.C. Skills:

Speaks **Gobbely** and Faerie Speak at 98%

Additional Language of choice (typically American; +10%)

Escape Artist (+20%)

Interrogation (+20%)

Intelligence (+10%)

Streetwise (+10%)

Land Navigation (10%)

Wilderness Survival (+15%)

W.P. Paired Weapons
W.P. Targeting
W.P. Knife or Sword
W.P. Ancient of choice
W.P. Energy Weapon of choice
W.P. of choice (any)
Hand to Hand: Expert (cannot be changed)
Plus 1D4 Espionage, 1D4 Rogue, and 1D4 Technical or Wilderness skill selections of choice. No secondary skills.

Combat: Equal to Hand to Hand: Expert

Bonuses: +1 hand to hand attacks per melee round, +3 on initiative, +2 to strike, +3 to disarm, +4 to pull punch, +2 to roll with impact or fall, +6 to save vs Horror Factor and +2 to save vs magic. Needs a 12 or higher to save vs psionic attack. Impervious to disease and +3 to save vs poison, radiation and pollution.

Damage: Based on supernatural P.S. (typically 3D6 S.D.C. on a restrained punch, 1D6 M.D.C. on a full strength punch, and 2D6 M.D.C. on a power punch). Claws add 1D6 M.D. to punching attacks and a bite does 1D6 M.D. (in an S.D.C. environment where magic is low, these all become Hit Point and S.D.C. damage).

Psionics: Described previously.

Magic (limited): Described previously.

Habitat: They are primarily found in the Magic Zone, but a tribe of about sixty have taken up residence in the ruins of Old Chicago and a hundred or so are members of the Pecos Empire. They can adapt to most environments but prefer forest, mountain, and canyon terrains.

Allies: Psi-Goblins tend to stick with their own kind and typically gather in groups of 6-24. However, they sometimes associate with Black Faeries, demons, semi-intelligent monsters, Necromancers and evil, high level (6th or higher) magic practitioners, Mind Bleeders and powerful evil psychics. Their groups, clans and tribes are usually dominated by one strong leader or 2-4 Elders who rule over the rest with an iron fist. When Psi-Goblins rule a village or town of lesser beings (anybody not **superpowerful** and not Psi-Goblins), the little monsters are vindictive tyrants who lord over and abuse their subjects and minions.

Enemies: Humans and champions of light in **general**, and any who dare to oppose them. Psi-Goblins are vindictive in the extreme and will remember any characters who defeat, hurt or humiliate them, making that individual(s) an enemy for life.

Weapons & Equipment: Psi-Goblins will use their natural powers and technology. They are most attracted to weapons and love **Vibro-Blades** and heavy weapons. They are *not* sophisticated enough to use power armor or pilot robots or most combat vehicles but adore hover cycles, motorcycles and jet packs (simple and fast). Likewise, they covet magic weapons and all things magical, both as weapons and as prized treasure.

Yhabbayar R.C.C.

By Kevin Siembieda, inspired by the art of Mike Dubisch.

The Yhabbayar (pronounced: Yah-hab bay-are) of Psyscape are strange, little, humanoid D-bees who were torn from their homeworld when a ley line storm flung several hundred to Rifts Earth. As fate would have it, the Yhabbayar stumbled across the people of Psyscape within hours of their arrival. As fellow psychics, the two races were able to communicate and became fast friends. They accepted their fate that they would never be able to return home and have made Psyscape their home. The only places on Earth where the Yhabbayar are primarily encountered are the Magic Zone (they were sent from Psyscape as advanced scouts and spies to locate the Harvesters) and, with the return of Psyscape to Rifts Earth in the Fall of 105 P.A., they are beginning to explore the rest of North America. For the time being, the majority (some 10,000+) remain in Psyscape where they are valued citizens and masters of philosophy and conceptual physics.

The physical appearance of the Yhabbayar is that of a short, thin man or woman with a slightly oversized head, large ears and gentle features. They are not muscular and seem a bit flabby, however they are surprisingly alert, quick and have excellent reflexes. The males are usually bald with a stringy crop of black hair behind the ears and back of the head. Although most Yhabbayar females have long, silky black hair, their hairline starts on the top of their head and their figure is thin and delicate. Both males and females stand only 4-5 feet (1.2 to 1.5 m) tall but don't think of themselves as any less capable, strong or attractive as a tall person.

It was the very civilized and psionically advanced Yhabbayar who helped to teach the Earth humans and D-bees how to better master their psionic powers and to find and open their Third Eye (all Yhabbayar have a psychic Third Eye — greater psychic sensitivity and awareness). In fact, virtually all Yhabbayar are something of a cross between an Oriental Guru, child and Yoda! A teacher, philosopher, warrior and child all rolled into one. Child because the Yhabbayar retain a child-like sense of curiosity, outlook on life (it's always new and interesting) and innocence despite their centuries of experience and any tragedies they may have endured in life. Although they can be hard taskmasters and sometimes speak in riddles, the Yhabbayar are always positive and usually help. As "enlightened" psychic masters, they often surprise people with a sudden and unexpected joke, pun or practical joke.

Bubblemakers

The Yhabbayar are also known as the Bubblemakers or Mystic Bubblemakers because they have the power to psionically mold, shape, and create bubbles from a simple water and soap solution which is blown through a metal hoop. They shape the bubbles with their minds and some of their bubble designs are amazing as fleeting works of art and design. Such bubbles are sometimes created as mental exercises, but more often for fun, pleasure, to lift spirits and to entertain. However, the Yhabbayar also possess the amazing ability to enchant their exotic bubbles with psychic and magical powers. Only the Yhabbayar have this ability, because their alien brains have a different form and function, and are better equipped to imagine the dimensions of space, time, magic and mind.



Bubble Magic

The Yhabbayar create magic bubbles by sitting with legs crossed and eyes closed, and entering a meditative, psionic trance. When this happens, the little **D-bee** rises 1-3 feet (0.3 to 0.9 m) into the air with the container of soapy solution floating in front of him. While in this state of awareness, the Yhabbayar has the equivalent of *Psychic Omni-Sight*, but without actually rising out of his body. This enables him to see and know what is happening around him and respond accordingly by creating and sending bubbles at specific targets and opponents.

Without opening his eyes, the **Bubblemaker** picks up his hoop, concentrates and blows a bubble.

One *magic* bubble can be blown per melee action, although as many as a dozen **nonmagical** ones can be blown per melee action for fun.

A magic bubble contains psychic or magical energy that, when it pops, will unleash a psionic effect or magic spell. To do this, the Mystic Bubblemaker must expend the same amount of I.S.P. or P.P.E. that he would need to normally use that power or cast that spell. Instead of the magic or psionics happening immediately, it is placed inside the bubble. The bubble can then be mentally directed by the Yhabbayar to travel at a particular speed, go to a particular place, to strike a particular opponent, and so on. Thus, the Mystic can place an **Empathic Transmission**: Confusion into his bubble (or a psionic healing touch, or healing spell, or **fire** ball, etc.) and send it at somebody close by or up into the air to affect somebody at a distance. The instant the bubble finds and touches its target it "pops" and unleashes its magical or psionic affect. The bubble can be popped prematurely if more than two M.D.C. is inflicted to it.

Most people don't know anything about this rare and ancient power and will see a bubble as harmless. An evil being might use this power to ambush and kill, but the Yhabbayar never unleash energy that can kill or cripple on the unsuspecting; such bubbles are sent against a foe who knows what to expect.

Enchanted Magic Bubbles: Enchanted magic bubble contain magic spells instead of a psionic power and require the proper expenditure of P.P.E. to cast the spell into the magic bubble. When the bubble reaches its target and pops, the spell is unleashed. The behavior, properties and special features of a magic bubble with a spell inside are the same as a psionic one. The addition of special features require the expenditure of extra I.S.P. as described in the following text.

Psionic Powered Magic Bubbles: Magic bubbles can be used as a means of communication, healing and help, which is what the Yhabbayar Mystics use them for most. One of the great things about them and the use of psionics, is the bubble can impart an ability that is normally limited to the psychic himself, to other psychics and nonpsychics alike. The duration of this hand-me-down power is one third the normal first level rate, but can still be incredibly useful. Thus, the Bubblemaker can make a bubble that when it pops on the intended character, it places a force field around him, or gives him a Psi-Sword, or the ability to see an aura or mentally diagnose a disease/injury, or deliver a healing touch (either healing that character, or enabling him to heal another with his touch, but must be done within one minute), or enable him to resist hunger or fatigue, or sense danger, or have a psychic flash (i.e. clairvoyance) and so on.

I.S.P. Cost: In addition to the cost of the psionic power itself, add these extra costs — applicable only to bubbles that contain *psionic* powers, not magic spells.

+2 if the bubble inflicts damage (Mind Bolt, Electrical Blast, **Telekinetic Push**, Evil Eye, etc.).

+3 I.S.P. for healing powers.

+5 I.S.P. to temporarily give another person a particular psionic power (telepathy, empathy, resist fatigue, telekinetic punch, etc.; any except Super-Psionics or Mind Bleeder powers).

+10 I.S.P. to temporarily give to or inflict on another person any one Super-Psionic power.

Special Bubble Features & Extra I.S.P. Costs: Each of the following costs the Bubblemaker *extra I.S.P.* All are "line of sight" attacks, meaning the Mystic must see his target or opponent to send the bubble at him, unless stated otherwise.

Float in One Place: +1 I.S.P. to have the bubble float in one location, like a bobbing, aerial land mine. It can only be pushed or blown a few inches, bobbing around a swatting hand or sudden jet of air.

Special Program: +2 I.S.P. to psionically program the bubble to "pop" on contact or only on a specific person or type of person (i.e. CS trooper, **Psi-Goblin**, etc.). Those programmed for a specific person or category of person float around or harmlessly bounce off of all others.

Straight Arrow Strike: +2 I.S.P. to send the bubble flying like an arrow, directly at a specific target (victim is -3 to dodge; a parry is futile as it will pop the bubble and unleash its magic or psionics).

High Floater: +2 I.S.P. to send the bubble floating high into the air and floating above and then down, like a silent bomb, on a specific person (-3 to dodge).

Surprise Attack: +4 I.S.P. to have the bubble bob and float in the air innocently before suddenly hurling at a particular person (-4 to dodge).

Zig-Zag: +4 to create a bubble that flies in a zig-zag pattern (-3 for others to strike it).

Seek Out: +20 I.S.P. to create a bubble that can seek out and find a specific individual or place. The Bubblemaker must know that person or place very well to have the bubble find its target.

Extend Duration: +6 I.S.P. to extend the bubble's duration. The typical magic or psionic bubble will vanish within 30 seconds per level of its creator. The Yhabbayar can double that original time period per each expenditure of six I.S.P. For example: a 3rd level character can make a bubble that will last up to 90 seconds, but for a cost of 6 extra I.S.P., can extend it to 180 seconds or for a cost of 12 extra I.S.P., to 360 seconds, and so on.

Natural Bubble Characteristics: No I.S.P. cost for any.

- Extended range of psionics and many types of **magic!** Many spells and psionic powers are limited in range, however, the magic bubble can often transcend the normal range limitations. The range of a magic bubble is equal to the range of *Psychic Omni-Sight*, which is a 500 foot (152 m) radius, with the Bubblemaker at the center, so he can see and send his bubbles for 500 feet (152 m) in all directions.

- Bubbles float or fly in complete silence, and their transparent nature can make them difficult to see (characters being attacked by a magic bubble are -1 to strike, parry and dodge).
- A bubble that drops down from on high has the equivalent of an 80% prow and living targets won't notice it until a second before it hits (-3 to dodge; parrying it will pop it and unleash its magic or psionics).
- M.D.C. of a magical or psionic bubble: two points. An ordinary bubble has two S.D.C.

Limitations:

Duration: 30 seconds per level of the **Yhabbayar** or until it hits and pops. Duration can be extended with the expenditure of additional I.S.P.; see Special Features.

M.D.C.: Two

Cost: The I.S.P. of the psi-power or P.P.E. to cast the spell plus any I.S.P. for special features.

Race: Only the Yhabbayar Mystics can create magic bubbles. It cannot be taught to others.

Mind Bleeder Powers are not available! In all cases, the Yhabbayar Mystic must actually possess the psionic power or magic spell to cast it in a bubble.

Limited Spell Knowledge: As a "Mystics" the Yhabbayar intuitively known a limited amount of spells seemingly pulled from nowhere. They cannot learn additional spells, and understand little about the principles of magic known to Ley Line Walkers and other spell casters.

Hints about Magic Bubbles:

- The biggest and most elaborate bubbles typically contain illusion or dimension warping magic, or some high level spell that required a lot of P.P.E. (100 points or more).
- The smallest are typically **attack/offensive** in nature and often sent flying quickly at one's target.
- Those with a blue tint to them (provided there is sufficient light **and/or** time to see color) contain a *magic spell*.
- Those that look completely clear or have a faint rosy tint to them (provided there is sufficient light **and/or** time to see color) contain a *psionic attack or influence*.
- Typically a magic bubble is -3 to dodge.
- A parry is futile as it will strike and pop the bubble and unleash its magic or psionics if the attacker is the intended target, or just bob out of the way if the attacker is not the intended target. Long-range energy attacks are the best way to hit a magic bubble from a distance; no strike penalty and as little as two M.D.C. pop it.

Note: Of course, the Mystic Bubblemaker has such control over his bubbles that he can bluff and fake people by creating one or more bubbles with no magic or psionics involved but shape them in such a way that one must assume the worst and take cover or shoot at the bubbles before they reach him. This can be used to create a distraction, cause confusion or misdirection, as well as bluff.

Special Yhabbayar R.C.C. Powers

1. Sense Supernatural Evil. Fundamentally the same as the Mystic R.C.C. The character is keenly aware of the world around him, thus, he or she will feel or sense any major disturbances

nearby. One such disturbance is the presence of supernatural evil. All supernatural beings radiate their alignment and most are evil. The psychic can feel that evil like an icy chill cutting through him. The sensation is unmistakable, costs no I.S.P., and is automatic, meaning that the character does not have to concentrate or focus himself to sense evil. The evil essence will just wash over the character, warning him like an alarm.

The sensation is very general, alerting the Yhabbayar to the presence of supernatural evil, but not specific data. For example, he will know that a supernatural being is in the area, but not its exact location. However, he will know whether the being is near or far, a horrible evil or lesser evil. **Range:** 300 feet (91 m) plus 50 feet (15.2 m) per each additional level of experience.

Along these same lines, the Yhabbayar Mystic can sense when a person is possessed by a supernatural force, and recognize **magic** enchantment. Base Ability: 70% +3% per each additional level of experience.

2. Opening oneself to the Supernatural. Same as the Mystic O.C.C., the Yhabbayar Seer can also open himself to the supernatural with dramatic effect. He can become a medium in which entities, spirits and other forces can temporarily communicate to speak to others (it is the spirits who speak, not the medium). The character is also receptive to all forms of telepathic and empathic communication, including +10% to receive a Ley Line Transmission when in the "opened" state.

An open state trance requires the mystic to focus all his thoughts and essence on becoming one with the supernatural energies. In this state, the mystic can not speak or take any action. He simply sits motionless like a statue. While in the trance, the character becomes completely invisible to all psionic probes (sort of a cosmic mind blank) and even becomes invisible to those around him as he seems to physically melt into the environment. One might think of this as a psychic prow or magic chameleon, only the mystic does not move. Success ratio for invisibility is 50% +5% per each additional level of experience. Even if detected, the character is +8 to save versus psionic attack and +4 to save versus magic attacks while in the trance state.

3. Sense Life: Like the Grey Seers (see *Rifts® Federation of Magic*), the Yhabbayar can sense life, birth and creation. This means he can sense when an animal or humanoid is pregnant within 72 hours after conception and tell whether it is a girl or boy (in the case of animals that give birth to litters, he can tell how many will be born). This ability also enables the psychic to sense whether a character is a healer or defender of life (lawman, hero, noble Cyber-Knight, etc.) or a destroyer of it (assassin or killer). The Yhabbayar can also sense the presence of supernatural good within 100 feet (30.5 m) +25 feet (7.6 m) per level of experience, but cannot pinpoint an exact location or identify their numbers. Similarly, he can recognize great good in an individual through close contact. No I.S.P. cost.

4. Common psionic powers automatic to the Yhabbayar Race: All healing and sensitive powers, plus levitation.

Select one additional psychic ability from the Physical and Super-Psionic categories each level of experience. Mind Bleeder powers are not available to them.

5. I.S.P.: Roll 4D4x10 plus the character's M.E. number to determine the base Inner Strength Points. The Yhabbayar is a powerful *Master Psionic* who receives 15 I.S.P. per each additional level of experience.

6. Saving throw versus psionic attack: As a Master Psionic, the character needs a 10 or higher to save vs psionics.

7. Initial spell knowledge. As a Mystic, the **Yhabbayar's** spell knowledge comes from within the character himself on an intuitive level. The character spends years pondering about life, his place in it, and how magic might help him find that place in the world. Then, when he is ready to find or make his place in the world, the mystic enters into eight days of fasting and meditation.

At the end of the eighth day, he somehow knows the following spells: All level one spells, Float, Fly as the Eagle, Befuddle, Breathe Without Air, Magic Pigeon, Tongues, Life Source, Restore Limb, and Mystic Portal. These are part of the Mystic's permanent spell casting capabilities. Once selected they can not be changed.

8. Acquiring new spells. The **Yhabbayar** will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will **find** the time to meditate on life, his goals, and magic. At each subsequent level of experience, the character can select a total of **1D4+1** spells from any levels up to one level above his own (i.e. a 3rd level **Yhabbayar** could select spells from levels 1-4).

Unlike the other magic O.C.C.s, the Mystic cannot be taught nor purchase additional spell knowledge. In fact, the character never even tries to learn additional spells. The character simply does not have the mastery of magic to go beyond this point, and the mystic accepts this without question or regret. Mystics may use **Techno-Wizard** devices and the occasional rare scroll.

9. P.P.E. Like all men of magic, the **Yhabbayar** Mystic is a living battery of magic energy that he can draw on to create magic. Permanent Base P.P.E: 2D4x10 plus P.E. attribute number. Add 3D6 P.P.E. per additional level of experience. Of course, the character can also draw P.P.E. from ley lines, nexus points, and other people, the same as the Line Walker.

10. R.C.C. Bonuses: +1 on initiative at levels 1, 3, 5, 7, 9, 11 and 13. +2 to save vs horror factor, +5 to save vs possession, +1 to save vs poison and disease.

The Yhabbayar NPC & Optional Player Character

Pronounced: Yah-hab bay-are

Also known as: Bubblemaker or Bubble Mystic.

Player Character Note: A player character will be a young **Yhabbayar** ready for adventure and to save the world from the **Nxla** and his minions and other monstrous, evil fiends like him. **Yhabbayar** tend to be humble, well meaning do-gooders with a lust for life and personal freedom. They love to help others. Remember too, they have an excellent sense of humor, like to laugh and make others laugh by acting silly, telling puns and playing innocent practical jokes (no chance of causing injury or mental distress).

Despite their small stature, frail looking bodies and somewhat odd appearance, **Yhabbayar Bubblemakers** are usually courageous, self-sacrificing, and stand up for what they believe.

Alignment: Almost always of a good alignment, 50% scrupulous, 26% principled, 20% unprincipled, and 4% anarchist or other. There are the occasional evil or self-serving **Yhabbayar**.

Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 3D6+12, P.S. 2D6+8, P.P. 2D6+10, P.E. 2D6+8, P.B. 2D6, Spd. 5D6. On Rifts Earth they have supernatural P.S. And P.E. And are mega-damage creatures, but on their native world, the Astral Plane and other places where magic energies are considerably weaker, they are Hit Point and S.D.C. beings.

Size: 4 to 5 feet (1.2 to 1.5 m) tall.

Weight: 90 to 120 lbs (40.8 to 54 kg).

Average Life Span: 300 to 500 Earth years.

Hit Points: P.E. attribute number plus 3D6 points. Add an additional 1D6 Hit Points per level of experience. S.D.C.: 5D6; but is a mega-damage creature on Rifts Earth.

M.D.C. on Rifts Earth: P.E. attribute number plus 4D6 points. Add an additional 1D6 M.D.C. per level of experience.

Average Level of Experience: NPCs 4-10th level; player characters start at level one.

O.C.C. Skills:

Speaks and is literate in American (+25%)

Speaks one language of choice (+20%)

Basic & Advanced Math (+25%)

Art (+15%; professional quality)

Sing or Play Musical Instrument (+15%)

Lore: Demons & Monsters (+10%)

Lore: One of choice (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Boxing or Wrestling (pick one)

Climbing (+10%)

Swimming (+10%)

W.P. Ancient of choice

W.P. Energy Weapon of choice.

Hand to Hand: Martial Arts (cannot be changed).

O.C.C. Related Skills: At first level the character can select six other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+10%)

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: Intelligence and Disguise only.

Mechanical: None

Medical: Any (+10%)

Military: Camouflage and Recognize Weapon Quality only.

Physical: Any

Piloting: Any, except military vehicles, power armor & bots.

Pilot Related: Any

Rogue: Streetwise, Palming and Concealment only (+5%).

Science: Any (+10%)

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets three Secondary skills from the list above, excluding those marked "None." Plus one additional secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C body armor (seldom wear heavy armor), one large sack, 1D4 small sacks, a backpack, silver cross, six wooden stakes and a mallet (for vampires and other practical

purposes), canteen, binoculars, sunglasses, air filter and gas mask, flashlight, cigarette lighter, several pens/markers and/or pencils, eraser, a sketch book used for drawing and making notes, and many are into photography (skilled or not) and have 35 mm cameras with a variety of lenses.

Weapons: Two reflect his W.P. skills plus a survival knife, and hand axe.

Vehicle: None to start; likes to walk (and fly). May acquire a riding animal or TW vehicle at a later time.

Money: Has little need or desire for money or material things, except to spend it to help others and to acquire inspirational pieces of art. Gives away half of whatever money he or she comes into. Starts with **2D4x100** in Universal credits and **3D4x100** in tradeable goods.

Cybernetics: None and will avoid getting any cybernetic or other forms of physical augmentation because it interferes with psionics and magic. However, cybernetic bio-systems as a prosthetic will be considered should it become necessary.

Allies: The citizens of Psyscape (their adopted people) and most champions of good. **Yhabbayar** are favorably disposed toward **Cyber-Knights**, **Dog-Boys** and **Psi-Stalkers**, but judge every individual on his or her own merits, not by his race, occupation or powers.

Note: The appearance of **Psi-Warriors** and the mysterious **Yhabbayar Bubblemakers** started at the beginning of the year **105 P.A.** and foretold the coming of Psyscape later in the Fall of that year. The Bubblemakers were a particularly viable clue that something was about to happen involving the Magic Zone and Psyscape, but were recognized only by Erin Tarn, the Grey Seers and a handful of others. The **Yhabbayar** were notorious among the people of Psyscape and disappeared with the great city. A **Yhabbayar** had not been seen on Earth in nearly two hundred years.

Zaayr Crystal Dragon R.C.C.

Once the Crystal Dragon was believed to be a creature exclusive to the Astral Plane, but it was discovered by the heroes of Psyscape (who have befriended the Dragons) that they have only taken refuge in the Astral Plane. The **Zaayr** are a dying species. As few as a thousand may exist throughout the Megaverse, and a few hundred are known to inhabit the Astral Plane; only 230 (60% hatchlings) live among the denizens of Psyscape. The beautiful dragons have been hunted to near extinction because of their magical crystal hide. A suit of armor made from **Zaayr Crystal** (crushed or cut into scales and applied to sturdy material) is impervious to laser attacks and takes half damage from energy attacks. A single **Crystal Dragon hatchling** (about a third smaller than an adult) provides enough innately magical crystal to make over 25,000 magic items — things that require M.D.C. crystal (1D4 each marble sized piece), light manipulation, invisibility, **heat/fire**, or, most importantly, magic energy storage.

The dragon's crystal is a universal magic component of immense power and rarity. **Zaayr Crystal** can be substituted for quartz, diamond or virtually any gemstone required as a magical component for **Techno-Wizard** and **Bio-Wizard** devices to Alchemical creations. Furthermore, the innate magical substitute increases the power of the device and magic by 30% (increase damage, range, duration and **payload accordingly**)!

The **Splogorth** have been the most relentless in hunting and killing **Zaayr** dragons for their use in the creation of powerful magic. They even tried to breed the dragons as slaves, but the creatures refused to cooperate and would rather die (horribly) than deliberately breed like cattle for slaughter. Perhaps needless to say, the **Zaayr** hate the **Splogorth** above all others and welcome the chance to strike at them in any manner. They also loathe any being who practices **Bio-Wizardry/Rune Magic** and/or enslaves intelligent creatures, especially dragons and other creatures of magic.

Zaayr are magical creatures seemingly made completely of solid crystal and pure magical energy. Even their wings, teeth and claws are made of crystal and their tongue and eyes of blue

magic energy. Although hard like rocks their bodies are usually warm to the touch and they are beautiful to behold — like a living, moving sculpture.

The **Zaayr Crystal Dragon** will be introduced to **Rifts Earth** when Psyscape makes its reappearance. Several hundred others hide in the Astral Plane and one hundred are said to live on the **Palladium World**.

Special R.C.C. Abilities of the Hatchling Dragon

1. Masters of Light. The **Zaayr Crystal Dragon** can use light in several ways.

- Can see all **spectrums** of light, including infrared and ultraviolet; nightvision 1000 feet (305 m). No I.S.P. cost.
- Can refract light in such a way as to turn invisible at will (indefinite duration). No I.S.P. cost.
- Can reflect light in such a way as to become a blinding, sparkling area of light like a thousand mirrors in the sunlight. Those trying to attack the creature with guns and directed magical or energy attacks that require line of sight and/or aiming are -5 to strike, and those trying to engage in close **combat/hand** to hand are -7 to strike and parry, -4 to dodge. However, area affect magic, psionics and explosives (missiles, grenades, etc.) are only -1 to strike. **Note:** High quality sunglasses or polarized vision (natural or bionic) reduces penalties by half.

I.S.P. Cost: 3

Range: Line of sight up to 3000 feet (910 m); looks like an area of flashing and blinding light, and the dragon's shape or exact position is impossible to see in the blinding glare and reflection.

Limitation: This power can only be used during daylight hours or in bright artificial light.

Problem: Blinds everybody, friend, or foe who looks in its direction or who catch the flickering light in their peripheral vision. Each movement by the multifaceted crystalline dragon causes the light to flash and change.

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- Reflect Lasers. The crystalline body of the Zaayr reflects lasers with no damage to the dragon. For the cost of 5 I.S.P. it can *absorb laserfire* (no damage) and harmlessly release it in some other light spectrum.

I.S.P. Cost: 5 to absorb, none to reflect.

Range: Self

Duration: Two minutes per level of experience.

- Convert light to heat energy. This enables the Zaayr to radiate heat. The intensity of the heat can be a comfortable warmth like a heat rock to mega-damage hot. In the latter case, anybody coming within 12 feet (3.6 m) will feel hot and uncomfortable and anybody touching the dragon suffers 1D6 M.D.; a super-heated dragon inflicts an extra 1D6 M.D. from its physical punches and attacks. Since this is a magic ability, the super-heated body does not set everything it touches on fire

I.S.P. Cost: 5 I.S.P. and one P.P.E.

Range: Self

Duration: 10 minutes per level of experience.

- Fire Laser Beams from the eyes. The Zaayr can convert and concentrate light to shoot laser beams from its eyes.

I.S.P. Cost: 5 per attack/blast.

Range: 1000 feet (305 m); double for adults.

Damage: 4D6 M.D. +1 per level of experience.

Limitations: Reduce range and damage by half during overcast daylight hours or in artificial light. Reduce to 1D6 M.D. and 100 feet (30.5 m; double for adults) at night or in darkness with some ambient light. Cannot use lasers in total darkness. Also reduce range by half and M.D. to Hit Point/S.D.C. damage in S.D.C. environments like the Palladium World.

Note: Each laser attack counts as one melee action.

2. Breathe Magic Flame. The Crystal Dragon can breathe light blue fire that is magical in nature. This fire can inflict damage to energy beings, Entities, Astral Beings, Spirits and the intangible from the physical or Astral planes.

I.S.P. Cost: One per melee round.

Range: 300 feet (183 m); double for adults.

Damage: 4D6 M.D. +1 per level of experience.

Note: Each breath attack counts as one melee action.

3. Other Natural Dragon Abilities (Hatchling): Keen color vision, hawk-like long-range vision (can see two miles/3.2 km away), see the invisible, bio-regeneration 3D6 M.D. (1D4x10 M.D. as an adult) per minute, impervious to lasers, resistant to heat and fire (does half damage, including M.D. magic fire and plasma energy) and magically understands and speaks all languages.

Teleport self 14% +2% per level of experience (+12% as an adult).

Dimensional Teleport (self) 10% +2% per level of experience (+30% as an adult).

Reduce size at will, as small as a dwarf (about 3 ft/0.9 m).

Metamorphosis into a glossy, white skinned humanoid (can have the features of a human or any humanoid). Duration: One hour per level of experience (double for adults).

4. Magic Abilities: Limited to all *light* (not fire) and *darkness* spells plus Invisibility (Simple and Superior), Close Rift, and Dimensional Portal.

5. Psionic Powers: A Master Psychic with the powers of Astral Golem, Empathic Transmission, Hypnotic Suggestion, and either all Sensitive or all Healing psionic powers.

One additional power can be selected from whichever category above it has not selected each level of experience. One additional Super-Psionic power can be selected for every three levels of experience (i.e. one at levels 3, 6, 9, etc.).

6. I.S.P.: M.E. attribute number x5 plus 2D6+2 I.S.P. per level of experience (+100 as an adult).

7. P.P.E. (Hatchling): P.E. attribute number x10; does not increase with experience.

Zaayr Crystal Dragon NPC Villain

& Optional Player Character as a Hatchling

Pronounced: "Zayer" Crystal Dragon

Also Known As: The "Astral Dragon."

Player Note: Any player character will be a first level hatchling. All the usual limits and conditions for dragon hatchlings apply. Note that Crystal Dragons pass down racial memories so all instinctively hate the **Splugorth** and find all slavers loathsome.

Alignment: Any, but a good number are anarchist (28%) or unprincipled (22%).

Attributes (Hatchling): I.Q. 4D6, M.A. 2D6+6, M.E. 1D6+12, P.S. 3D6+6, P.P. 2D6+6, P.E. 3D6+6, P.B. 3D6+6, Spd 4D6+6 running, double flying.

Attributes (Adult): I.Q. 2D6+12, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+26, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+12, Spd 2D6x10 running or 2D6x10+60 flying.

M.D.C. (Hatchling): 1D6x100

M.D.C. (Adult): 1D6x1000 +P.E. x2

Horror or Awe Factor (**Hatchling**): 10

Horror or Awe Factor (Adult): 17 P.P.E. (Adult): 2D4x100

Natural Abilities: As per above.

Combat (Adult): Eight physical or psionic attacks per melee, or four physical or psionic plus one by magic. Favorite weapon is fire breath and magic. Hatchlings: Equal to hand to hand: basic, +1 melee attack.

Damage: As per supernatural P.S.

Bonuses: +3 on initiative, +2 to strike, +2 to parry and dodge, +3 to pull punch, +3 to roll with impact, +1 on all saving throws; all are in addition to attribute bonuses. Hatchling: None other than attribute and skill bonuses.

Magic: As noted above. Psionics: As noted above.

R.C.C. Skills: At first level the dragon hatchling can select six skills from any category except Cowboy, Medical, Military, Physical, Piloting, and Science. The character is also literate in Dragonese and one additional language, as well as basic math (the latter is +20%) and advanced math 98%.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Average Life Span: 6000 years.

Enemies: The Splugorth, Necromancers and evil beings (including other dragons) who hunt and kill them for their priceless crystal hides.

Allies: Psyscapers and champions of light.

Size: An adult is 15 to 20 feet (4.6 to 6 m) tall and up to 50 feet (15.2 m) long from head to tail. The wingspan is only about 40-50 feet (12.2 to 15.2 m) wide. Note: Hatchlings are 70% their adult size.

Weight: 18 tons.

Notes about the Hatchling R.C.C.: See *Rifts*® RPG, page 97, for more details about dragon hatchlings.

Zenith Moon Warpers

The Zenith Moon Warpers are sometimes confused with Werewolves and Dog Boys because they are sleek, slender, attractive humanoids with the head of a canine. They are natural shape changers who can assume a completely human appearance, however, like werebeasts, the Zenith Moon Warpers are forced to assume their natural form for a 1D4 hour period when the moon reaches its zenith in the sky. Likewise, their P.S., M.D.C. and I.S.P. increase 20% whenever the moon is full or nearly full, about six days a month. In both human and human-wolf form, the creatures are beautiful and seductive.

Zenith Moon Warpers possess the predatory instincts of a hunter. Evil and anarchist Zenith Moons will prey on other humanoids without remorse, while those of a good, unprincipled or aberrant alignment prey on animals and their enemies are slain in fair combat. They are cunning, resourceful creatures who use their guile and seductive nature to manipulate, seduce, deceive and trick their opponents (by the way, just about anyone who isn't a fellow Zenith Moon Warper or personal friend is seen as a potential adversary or victim). They make excellent con-artists, thieves, spies and assassins.

Special R.C.C. Abilities of the Zenith Moon Warpers

1. Magic Abilities: The character can perform each of the following spells as a natural ability. Each use requires the appropriate expenditure of P.P.E.; in this case, *half the* P.P.E. of the spell. Swap Places, **Teleport:** Lesser (objects), Escape and Tongues.

2. Psionic Powers: Considered Major Psychics with the powers of Psychic Invisibility, Deaden Pain, Induce Sleep, Empathy and two powers of choice from the Healing, Physical or Sensitive category.

3. I.S.P.: 1D4x10 I.S.P. plus the M.E. attribute number x3, and an additional 1D6+1 I.S.P. per level of experience.

4. P.P.E.: 2D4x10 plus P.E. attribute number x2, and 1D6+1 P.P.E. per level of experience.

5. Other Natural Abilities: High physical attributes, good speed and reflexes, psionics, and innate magic abilities, plus ambidextrous, double-jointed, Nightvision 1000 feet (305 m), swim 60%, climb 80%/70%, leap 10 feet (3 m) high or across (+50% with a running start) and bio-regenerates 3D6 M.D.C. points per hour. Also see psionic and magic abilities.

Shape change (special): Can assume a completely human appearance, but are forced to assume their natural form for a 1D4 hour period when the moon reaches its zenith in the sky. **Powers of the Full Moon (special):** P.S., M.D.C. and I.S.P. increase 20%, as well as being +2 to save vs poison, drugs, possession and mind control, +2 on initiative, +1 to strike, +1 attack per melee round, +2 to save vs Horror Factor whenever the moon is full or nearly full, about six days a month.

Needs a 12 or higher to save vs psionic attack.

Zenith Moon Warper NPC Villain & Optional Player Character

Also Known As: "Zenith Wolf and "The Midnight People."

Player Note: Player characters typically start at first level. People who learn the character's true nature (i.e. is a Zenith Wolf) will view him as an untrustworthy criminal — such is the reputation of these **D-bees**. Evil characters are likely to clash with groups that are predominantly of good alignment.

Alignment: Any, although most lean toward anarchist (40%) and evil (30%).

Attributes: I.Q. 1D6+10, M.E. 1D6+12, M.A. 1D6+2, P.S. 2D6+12, PP. 2D6+12, P.E. 2D6+12, P.B. 3D6+8, Spd. 6D6+20. On Rifts Earth they have supernatural P.S. and P.E. and are mega-damage creatures, but on their native world and other places where magic energies are considerably weaker, they are Hit Point and S.D.C. beings.

Size: 5 to 6 feet (1.5 to 1.8 m) tall.

Weight: 120 to 150 lbs (54 to 67.5 kg).

Average Life Span: 600+ Earth years.

Hit Points: P.E. attribute number plus 5D6 points. Add an additional 1D6 Hit Points per level of experience.

S.D.C.: 6D6; but is a mega-damage creature on Rifts Earth.

M.D.C.: P.E. attribute number plus 6D6+12 points. Add an additional 1D6 M.D.C. per level of experience.

Average Level of Experience: NPCs 1D4+3; player characters start at level one.

Horror or Awe Factor: 10 +1 at levels 4, 8, and 12.

P.P.E.: See above.

Natural Abilities: As noted previously.

R.C.C. Skills:

Speaks Gobbleley and Native Tongue at 98%

One additional language of choice (typically American; +20%)

Escape Artist (+15%)

Pick Pockets (+15%)

Palming (+10%)

Concealment (+10%)

Cardsharp (+10%)

Seduction (+20%)

Streetwise (+10%)

Intelligence (+10%)

Land Navigation (10%)

Wilderness Survival (+5%)

W.P. One Ancient of choice

W.P. Energy Weapon of choice

W.P. One of choice (any)

Hand to Hand: Expert (cannot be changed)

R.C.C. Related Skills: Select six other skills at level one, plus select two additional skills at levels 3, 5, 8, and 11. All new skills start at level one proficiency.

Communications: Any

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: First aid only.

Military: Find Contraband (+5%) only.

Physical: Any, except boxing.



Pilot: Any (+5% to horsemanship only)
Pilot Related: None
Rogue: Any (+5%)
Science: Basic Math only (+10%)
Technical: Any (+10 to language and lore skills only)
Weapon Proficiencies: Any
Wilderness: None

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of personalized, light mega-damage body armor, black jump suit, a set of camouflage clothing, as well as personal articles of clothing and jewelry, IR distancing binoculars, language translator, 300 feet (91.5 m) of durable rope, climbing & rappelling gear (harness, pitons, etc.), 1D4+1 sets of fake identification, knapsack, backpack, 1D4 large sacks, 1D4 small or medium sacks, canteen, and some personal items.

Weapons: One for each W.P., 1D4+1 ammo clips for such weapons, one survival knife, one Vibro-Knife, two smoke grenades. They love magic and TW weapons and equipment but start with none.

Vehicle: None to start, but prefer hover cycles and horses.

Money: 2D6x1000 in credits and Black Market items worth 1D6x1000 credits. The services of the Zenith Wolves as thieves and spies are in fairly high demand, but pay varies from poor to high depending on the character's level of experience, reputation, employer and situation.

Cybernetics: Avoid 'em completely. No implants in favor of natural powers; will only consider bionic prosthetics and organs if absolutely necessary, and then bio-systems will be preferred.

Habitat: They are primarily found in the Magic Zone and Northeastern half of North America, particularly Eastern Canada, but can be found just about anywhere on the continent. They are a constant problem in the 'Burbs of Free Quebec.

Allies: Other sneaky and like-minded individuals; varies with the character's alignment.

Enemies: Nothing official, but Zenith Moon Warpers often run afoul of the law and are on Free Quebec's list of dangerous D-bees marked for extermination.



The CS & Psionics

By Patrick Nowak & Kevin Siembieda

Psionic Research

Research into psychic phenomena and understanding, controlling and developing countermeasures for psionic abilities is a vital mission of Psi-Net and the Psi-Battalion, although it ranks comparatively low on the military's priority list of defense, combat, and control.

Lieutenant Colonel Carol Black, Commander of Psi-Battalion, has emphasized the need to understand psychic abilities in order to learn the full extent of the power possessed by the "human" mind. She insists this is more than a means to "fight fire with fire" — as many D-bees and supernatural creatures possess psionic abilities —but to plumb the depths of human ability. She and a growing number of CS scientists contend that psychic abilities evolved as a "natural defense" against the supernatural. This line of thought has been accepted by the majority of the CS High Command and has the full support of Joseph Prosek II, although Emperor Prosek and a few others have their share of doubts and concerns. Despite the Emperor's personal reservations, he has given his approval for the advancement of human psychic research and the expansion of Psi-Battalion.

Lieutenant Colonel Black honestly sees the mastery of human psychic potential as a means to safeguard the CS and all of humankind. To this end, Lt. Col. Black has lobbied for additional research and has managed to establish a special department within Psi-Battalion where psychics and scientists conduct comprehensive studies of psionic powers and the people who wield them as a means of defense and espionage. She and others would like to see more done in this area and the appearance of *Psyscape* will garner her the support and funding to increase her current program by 10 fold. Note: Psi-Net has no such research programs and focuses entirely on the maintenance of the Psychic Registration Program (PRP) and city security.

This ongoing research project is the most extensive study of psionics in human history, including the period before the Great Cataclysm. In the first few years that Psi-Battalion existed as a Secondary Military Division of Special Operations, they made considerable progress in the study psychic phenomena. By studying and training a large number of psychics varying in age from early childhood to late adulthood, several discoveries and leads have been made. General knowledge and understanding of psionics by the CS remains fairly limited. Why psychic powers are strong in some (roughly one third of all humans) but weak or nonexistent in others, is still unclear, and more questions have been raised than answered. One thing the CS has learned is that psionics is something that a person is born with, it cannot be learned —either one possesses psychic abilities or he does not. This would suggest psionics may be a genetic mutation, or that it may be a latent ability in all humans that remains an untapped

resource. Proponents of this theory point to the psionic powers that appear in Crazies as a side effect of the M.O.M. brain implants. This has led to some discussion about pursuing brain implant experimentation to stimulate the latent powers of nonpsychics or to expand the psionic powers of minor psychics.

Coalition Researchers have classified Psychics into four major categories:

1. Psychic Sensitives: Dog Boys and others whose powers are primarily the ability to sense and track the supernatural and who have a "Sixth Sense" to glimpse the future and have an increased awareness of the world.

The largest group of master psychics are Psychic Sensitives, individuals who are *sensitive* to powerful psychic emanations, energy and supernatural forces. Of the psychics (Minor to Master) registered under PRP, 43% are Psi-Sensitives. These psychic sensitives feel the presence of outside energy and stimuli and respond to impending danger, the presence of powerful entities, supernatural beings and forces of magic. Sensitives commonly have the ability to feel the emotions of other beings, read psychic images imprinted on objects and communicate **telepathically**. This does not include Dog Pack mutants and **Psi-Stalkers** in the Military who are the most common Psi-Sensitive psychics in the Coalition States.

2. Reactors: Nega-Psychics and **Psi-Nullifiers** who instinctively react to or counteract the supernatural, psionics and magic. **Psi-Healers** (those whose power focuses primarily on healing, although most Psi-Healers tend to be Major Psychics) are typically included in this category because they react and intercede. However this is a hotly debated subject, as many researchers feel their physical altering and influencing powers place them in the **Eruptor** category.

3. Eruptors: Bursters, Zappers and those who rely primarily on the various forms of *kinesis* and expend psychic energy to create a physical force or reaction.

Nearly 25% of the Master Psychics registered as residents of the Coalition States fall into the category of Eruptors. These psychic individuals are born with extreme amounts of mental energy that is narrowly focused to produce terrifying displays of psionic power manifested as the expulsion of energy or a form of Kinesis. Unlike the sensitive psychic, the Eruptors can control their outbursts to a certain degree, but most lack finesse and finely tuned control over the destructive energy they can create and direct with their minds. Eruptors are instinctively masters of a particular energy such as pyrokinesis, **electrokinesis**, hydrokinesis and telekinesis, but while they may possess other *physical* psionic powers, most lack a large range of sensitive and other psionic abilities. Furthermore, they often lack full control over their energy expulsion and may literally "erupt" when angry or scared. It's as if all of their psionic potential became narrowly focused into one primary explosive power with a handful of secondary and comparatively minor abilities.

4. Dominators: Mind Melters and those whose powers seem to be broad, more powerful than most other psychics (Super-Psionics) and which include the power to control, influence and dominate others (mind control, mental possession, psychosomatic disease, mind wipe, mind bond, group trance, etc.). Mind Bleeders also fall into this category, but are not included in the research because Mind Bleeder powers are not common to human beings.





Psi-Battalion

In the year 85 P.A., the Coalition government and Military High Command authorized the establishment of a special battalion composed exclusively of psychics. Command was given to an accomplished officer, Lieutenant Colonel Carol Black, who was herself, a Major Psychic with psionic sensitive abilities.

Lieutenant Colonel Black had always had an intense interest in the study of psychic phenomena, partly because of her own personal understanding and experiences, and partly because of her conviction that psionic powers can help save humankind from the supernatural and demonic. She believes psychic abilities are natural abilities common to all (or most) humans, probably develop through millions of years of evolution. With the Coming of the Rifts, the unleashing of immeasurable magic energy, the deluge of supernatural monsters and appearance of magic-using villains, humans' *latent* psychic abilities began to manifest themselves as a defense mechanism with increasing frequency. Today, people with some amount of innate psionic ability are relatively commonplace, and there is no question that psychic powers exist. The new questions regard how psionics work, how they can be developed and controlled and what are their best applications in the defense of human life. Or, at least, these are the questions that Lt. Col. Black have made her priority.

Lt. Col. Black had been an active lobbyist for greater research into psionics, better utilization of psychic officers, and the creation of a Special Military Division for psychic operatives, as well as a petitioner of the High Command to create a regulatory institution to represent, protect and train the numerous psionic soldiers of the Coalition. The goal of the group was to enhance the prestige of psychic soldiers to overcome racism and bigotry in the CS. Colonel Black believed that soldiers with psionic powers would be better received by the public if there was some way to change common perceptions of such troops.

The Coalition agreed to establish a Psychic Battalion but with the conditions that it not only be the unit responsible for training and organizing psychics in the military, but also for policing them. Psi-Battalion is that institution. An organization dedicated to all matters concerning psychics in the CS Military; the formation of Psychic Special Forces (PSF), registration and policing of psionic military personnel, and the development and implementation of special training and research programs. A Herculean task that Lt. Col. Black has handled with astonishing organizational skill and which has produced impressive results. In fact, if she were not a psychic, and if Emperor Prosek and other members of the High Command didn't feel uncomfortable with giving a psychic too great a position of power and authority (they are still leery of these paranormal humans), she would have been made General, years ago.

The Success of Psi-Battalion

After two decades of operation, Psi-Battalion has been well received by the population of the Coalition at large. The unit has an excellent record of success and has earned the confidence of the military, politicians and the average citizen. A carefully engineered propaganda campaign designed to promote the members of Psi-Battalion (and all worthy Army psychics) has worked masterfully, especially in regard to the most famous and com-



Dominators are the least numerous (about 8%) and most dangerous group of Master Psychics. Their range of power is extensive and crosses all classifications of power, from healing and sensitive to physical and Super-Psionics. This power makes them supremely confident, forceful and manipulative. It also makes them, sometimes, lose sight of their humanity. Many of their greatest mind powers focus on controlling and influencing others (**empathic** transmission, bio-manipulation, hypnotic suggestion, etc.). By concentrating the individual can accomplish incredible mental feats that can include telekinesis, mind reading (telepathy), bio-regeneration and even the ability to create sword-like streams of pure psychic energy as a weapon. These individuals are extremely dangerous in the world of **Rifts**®. As soon as a CS **Dominator** shows any signs of criminal activity or a disregard for human life, they are executed without a trial.

Mind Melter is the name given to Dominators who are not members of the CS. They are sometimes ranked as a separate, fifth classification, but are fundamentally powerful Dominators.

monplace psychics in the CS Military: Dog Boys/Psi-Hounds and, to a somewhat lesser degree, loyal Psi-Stalkers. These heroes, the special agents of Psi-Battalion and psychic soldiers in the Military are considered to be loyal patriots in the service of their nation. A great deal of this is the direct result of Lieutenant Colonel Black's relentless efforts to push through laws to protect the rights of psychic soldiers from unwarranted acts of racism, discrimination, or violence by regular Army troops and CS citizens. Her efforts have paid off because she has won the respect and support of Joseph Prosek II and his cooperation in the area of propaganda, which has made most citizens regard the "elite troops" of Psi-Battalion as unsung heroes struggling to keep the Coalition States safe.

Non-Coalition psychics, on the other hand, are often branded as rogues, dissidents, criminals and dangerous revolutionaries. Consequently, the public tends to view any psychic who is not a member of the CS Military or a loyal CS citizen with fear and distrust.

One of Psi-Battalion's least pleasant responsibilities is the registration and policing of psychic military personnel. When a psychic is suspected of wrong doing, it is Psi-Battalion who investigates. If a psychic soldier goes AWOL or a Psi-Hound goes "rogue," it is Psi-Battalion who tries to track him down, and in the case of the mutant animal, destroy it. For that matter, Psi-Battalion has the authority to use *lethal force* on any CS psychic, human and nonhuman, who deserts or engages in criminal or treasonous activity.

One of Psi-Battalion's most important duties is to recruit and train psychics for the Army. To this end, they become involved in the lives of psychics early on, during childhood, and often maintain a constant presence throughout a psychic's life. Children registered as Coalition citizens all undergo a psychic evaluation before reaching the age of five. A Psi-Battalion officer sensitive to the psionic abilities of others determines whether or not the child has sufficient potential to be a special operative in the CS Military. Those children identified as likely candidates are placed on file as part of the Psychic Registration Program (PRP). Youths with major or master abilities are submitted to Identification Coding whereby they are tattooed with a scannable bar code and then recruited for military training. During evaluation sessions, examiners drop numerous hints that the best way for a psychic to avoid discrimination and gain acceptance in CS society is through the military. Facing racism and unlikely prospects for a successful career, most young psychics take the military option when they reach the appropriate age. The family must consent, but since most citizens are incredibly patriotic (while the poor see this as a way out of poverty), most are glad to approve. The average citizen's respect and trust in the psychic soldiers of Psi-Battalion makes the new recruit somebody highly respected. The psychic is no longer an outsider or unknown quantity but a respected member of society whom others value and trust. At least this is the reaction of people towards army psychics depicted in propaganda used to encourage recruitment. In actual fact, the conditions are not as ideal but it is undoubtedly true that military psychics receive better treatment from citizens than civilian psychics.

Psychic recruits for the Coalition army are all trained to develop and control their powers by Psi-Battalion instructors. Depending on the level of psychic power and natural tendencies,

training programs can be tough to agonizing, but the regimen developed by Lt. Col. Black and her administrators has a tremendous success rate. Individual training is provided to each psychic where they are taught to focus their mental energy by concentrating.

The CS has learned that training and focus at an early age can help an individual develop into one of these psionic categories more quickly and with greater range of power and control. Raw talent can be fine tuned and directed towards a desired effect! Sometimes coaching and special training programs can turn a potential Mind Melter, or young, undeveloped Master Psionic, into a *Psi-Slayer*, *Psi-Nullifier*, *Psi-Tech*, or other *area/R.C.C.* where the CS Military has special wants or needs. For any psychic individual, there is some benefit in Psi-Battalion training in that they are taught the mental disciplines, focus and meditation techniques they need to hone and perfect their abilities. In addition, -it gives psychics an opportunity to associate freely with large groups of other psychics from whom they can learn, as well as where they can "cut loose" with their powers. As soldiers and official and honored defenders of humankind, they are expected to fight inhuman demons, monsters and madmen, and, thus, to use their "god-given talents" to the best of their ability. There is no need to hide or hold back anything. And when they face the "enemies of humanity," they are expected to destroy them without hesitation.

Note: The CS has also learned it is impossible to teach non-psychics psionic powers through training. Only psychics receive any benefits from the training offered by Psi-Battalion.

Bonuses from CS Psionic Training

To reflect the benefits of Psi-Battalion training, the G.M. may wish to give psychic characters a couple of all of the following bonuses:

+1 on initiative at levels 2, 4, 6, 8, 10 and 12; +2 to pull punch, +1 to disarm, +2 to save vs Horror Factor, +2 to save vs possession, +1 to save vs mind control, +1 to M.E., +1 to M.A., +2D6 I.S.P. and +2D6 to S.D.C.

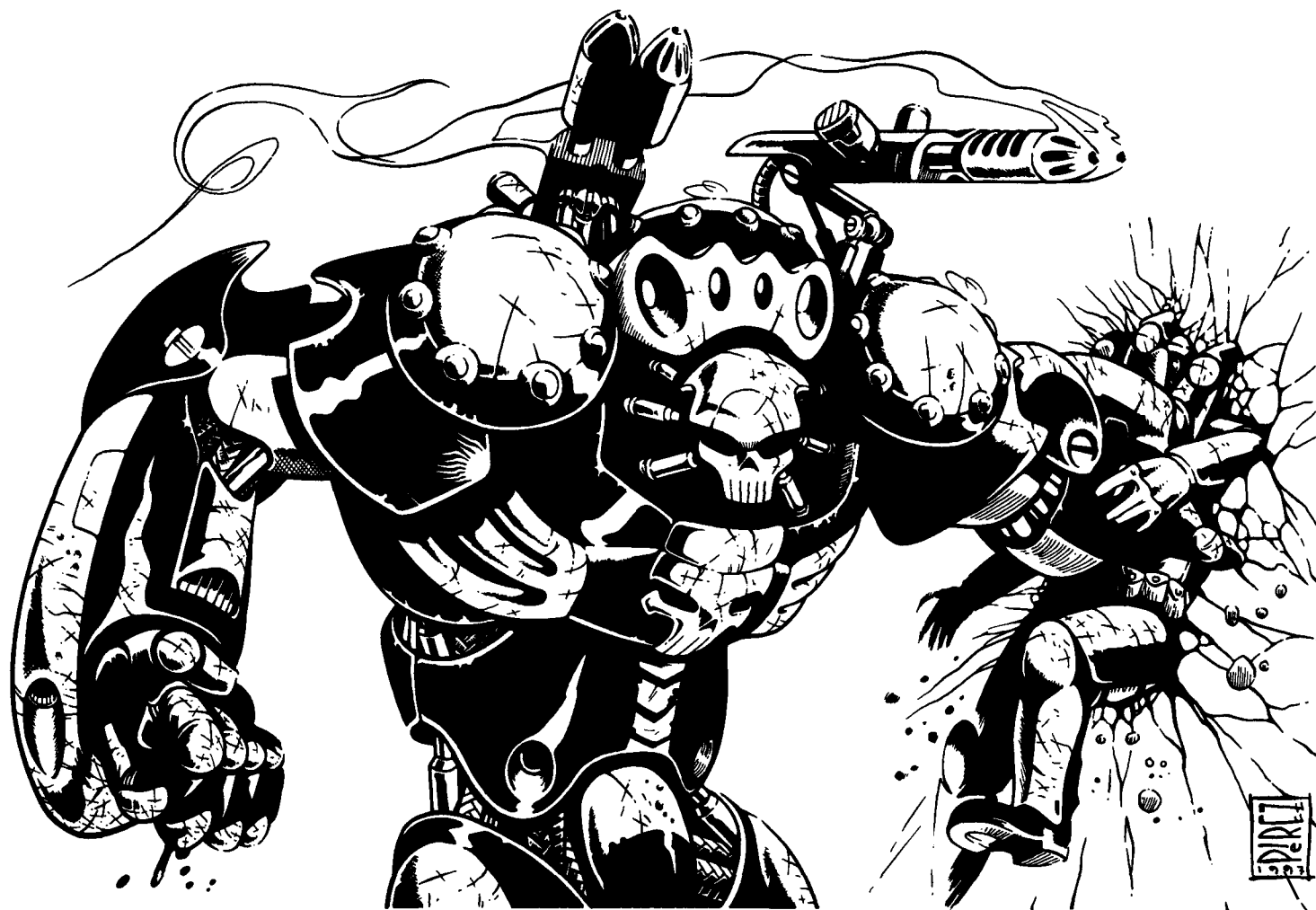
Military Information

Total Personnel: The original Psi-Battalion Alpha consists of 640 experienced (4-10th level), full-time psychic personnel. Base of operations is Chi-Town. The High Command has just approved turning Psi-Battalion Alpha into *Psi-Division*. Commander of the Division is Lt. Colonel Black (who is to be promoted to Brigadier General in a special ceremony). Current number of Chi-Town trainees who are in the final stages of their training is 3840.

However, this does not include the approximately 1900 psychic soldiers of Psi-Battalion Beta (Lone Star), Psi-Battalion Epsilon (Iron Heart) and Psi-Battalion Gamma (Magic Zone operations). Nor does it include the approximate 6500 human Minor and Major Psychics, and 440 Master Psychics in the Regular army, or the thousands of Psi-Stalkers and Dog Boys.

Another couple thousand raw recruits are about to enter the first phases of their training.

The Coalition High command sees their psychic warriors as one of the Coalition States' secret weapons in their war against Tolkeen, the Federation of Magic, and Free Quebec.



Standard Missions: For the most part, the various **Psi-Battalions** engage in military operations designed to counter and seek and destroy enemies of a supernatural, psionic and magical nature. Consequently, they function as Special Ops and engage in espionage, sabotage, seek and destroy, long-range penetration and reconnaissance deep in enemy territory (often undercover), fugitive retrieval missions to capture escaped rogue or criminal psychics, and investigations involving psychic military personnel as well as investigations that involve psychic, magic, or supernatural forces. **Psi-Battalion** also supervises and helps to maintain CS Military prison facilities for the incarceration and rehabilitation of military psychic criminals (includes deserters, spies and traitors). Most criminals with Master Psionic abilities are terminated upon conviction due to their considerable powers. Even so, there are still numerous inmates with telekinesis, mind control and similar dangerous abilities who must be carefully guarded by psionic-resistant or psychic prison **guards!** Dog Boys and **Psi-Stalkers** are given the duty of guarding psychic inmates. The cell block at the Chi-Town prison can hold a maximum of three hundred inmates. Most prisons for psychics are kept small for security and maintenance reasons. Most large prisons also have a cell block reserved for psychics who are kept out of the general, nonpsychic population. But the population is usually less than three hundred because most psychic inmates are released or executed within 1-4 years. Fugitive retrieval also goes hand in hand with the operation of the prison and Psi-Battalion is

expected to apprehend psychic criminals operating or hiding in Coalition territory. This also means Psi-Bat sometimes works with the *ISS* and *Psi-Net* (see **Rifts® Coalition War Campaign** for more details about these institutions).

Psi-Stalkers & Dog Pack Troops. The vast majority of Master Psychics enlisted in the Coalition Army are not humans, but Dog Boys and Psi-Stalkers. These psychic troops are assigned by the army to provide a wide range of services using their psionic powers to support conventional soldiers. Psi-sensitive powers allow these psychics to sense the presence of supernatural creatures, mages or psychics and also to sense the presence of danger, evil, etc. These enhanced psionic senses make them perfect for a number of duties in addition to regular combat posts. These include Military Police, Guard Duty, Commando, Tracker, Spotter, Scout, Point Man, and Reconnaissance.

As front-line infantry troops, they are often used as the lead attack force to "soften" the enemy, as well as for support and the uses noted above.

Dog Boys, K-9 Sniffers, Kill Hounds, Battle Cats, **Ursa-Warriors**, and the occasional other CS mutants are counted among **Psi-Battalion's** troops. See **Rifts® Lone Star** for indepth information about Dog Boys, other CS mutant animals, and Psi-Stalkers.

Battalion Composition. The exact composition of the various **Psi-Battalions** can vary widely. For example, the Lone Star

Battalion has more Dog Boys and other mutants than any of the others, while Alpha Battalion has the most experienced troops.

Alpha Battalion

10% Bursters
0% Mind Bleeders
10% Mind Melters
5% Nega-Psychics
2% Psi-Druids
1% Psi-Ghosts
10% Psi-Hounds
5% Psi-Nullifiers
5% Psi-Slayers
10% Psi-Stalkers
10% Psi-Techs
10% Psi-Warriors
8% Zappers
8% Military Specialists and Special Forces with Major Psionics.
6% Other, including Minor and Major Psychics with various areas of military training and a handful of nonpsychics.

Lt. Col. Carol Black

Lieutenant Colonel Carol Black is the charismatic mover and shaker who founded Psi-Battalion Alpha and now heads the newly formed and dramatically expanded Psi-Division. The colonel is a charismatic leader who has earned the confidence and trust of not only psychics in the military but the Coalition High Command and Joseph Prosek II. Her crusade to get psychics military equality and pleas for research into psychic phenomenon for military applications has grown to reshape the CS Military.

Race: Human

Rank: Lieutenant Colonel, but will soon be promoted to Brigadier General.

Alignment: Scrupulous

Attributes: I.Q. 19, M.E. 22, M.A. 18, P.S. 20, P.P. 14, P.E. 13, P.B. 12, Spd 13

Hit Points: 44; S.D.C.: 32

Weight: 140 lbs (63 kg);

Height: 5 ft, 11 inches (1.79 m)

Age: 53

P.P.E.: 9

Level of Experience: 11th Level Special Forces Operative; see *Coalition War Campaign*, page 86 for O.C.C. data.

Disposition: Cagey, clever, resourceful, honest and loyal. Carol Black is fanatically dedicated to protecting humans from non-humans, monsters, magic and rogue psychics. Over the years she has proven to be an incredible administrator and organizer with innovative ideas and the ability to implement them. She is clever, experienced, confident, resourceful, imaginative, and has a good head for military strategy and tactics. She is loved by her troops and is a hero to all psychics in the CS military.

Magical Knowledge: Lore and personal experience only.

Psionic Powers: Major Psychic with the following abilities:

Intuitive Combat
Mask I.S.P. & Psionics
Object Read
Mind Block

See the Invisible

Sense Evil

Speed Reading

Telepathy

I.S.P.: 91

Attacks per Melee Round: Seven physical attacks or psionic actions; paired weapons.

Bonuses of Note: +4 on initiative, +4 to strike, +7 to parry and dodge, +5 to pull punch, +4 to roll with punch or impact, +5 to damage, +1 to save vs magic, +4 to save vs psionic attack, +2 to save vs possession, and +6 to save vs horror factor.

Skills of Note: All O.C.C. skills at 98%, plus find contraband 72%, lore: D-bee 90%, lore: psychic 98%, computer operation 98%, pilot hovercycle 98%, literacy: American 98%, basic math 98%, hand to hand martial arts, boxing, climbing 98/98%, running.

I.Q. +8% skill bonus (included in all skills listed), M.E. +1 to save vs psionic attack, M.A. 50% chance to evoke trust or intimidation.

Weapon Proficiencies: All energy W.P.s, W.P. heavy, W.P. automatic rifles, and W.P. blunt

Body Armor: The new "Dead Boy" armor.

Weapons of Note: Vibro-knife, 9 mm pistol with silver rounds, CP-40 Pulse Laser Rifle, and C-20 laser pistol.

Cybernetics of Note: Clock calendar.

Allies of Note: Joseph Prosek II.



Psionic Technology

By Kevin Siembieda

The forces behind psychic powers remain a mystery, even on Rifts Earth where they are relatively commonplace. Although there seems to be some relation or similarity to magic energy, typically referred to as *Potential Psychic Energy (P.P.E.)*, the two mystical energy sources are distinctive and different.

Some have compared them to petroleum, with psionic energy (I.S.P.) being "crude oil" and magic energy (P.P.E.) being more "refined." Psionics is seen as crude, because it has limited applications. It is effectively the mysterious power of the mind, and, thus, somewhat uncontrolled and unpredictable (the level of control varies with each individual and sometimes manifests itself when a person is angry or in unexpected ways). Magic energy (P.P.E.) is seen as refined, because it is more readily available (seeming to radiate from the very earth as well as contained in people), can be fine-tuned, controlled, has a vast range of uses (literally hundreds of spells, rituals, magic items, etc.) and can be captured, stored, and used as a power source, i.e. magic items, **Techno-Wizard** devices, rune weapons, talismans, amulets, potions, circles, and so forth.

Perhaps a better analogy is wine and vinegar. Both have the same basic ingredients or roots, both have their uses, and one can turn into the other (i.e. magic can simulate some psionic abilities and I.S.P. can be used to power and operate most **Techno-Wizard** devices).

Whatever the case may be, psionic powers are much less understood and more limited in use than magic. That is not to say that psionic abilities are inferior or any less impressive. Quite the contrary, they are simply different, unique and mysterious. Psychic powers cannot generally draw on outside forces for more energy, instead they come from within the psionic individual. Psychic powers are typically mental and **transdimensional**. Most people don't think of psionic powers as "transdimensional," but they are, because psychics possess a "sixth sense" — E.S.P. abilities — that seem to transcend the normal boundaries of physics, space and time, at least as humans understand these things. These abilities enable psychics to glimpse the future, the past, see or sense things from great distances (in the mind's eye), sense emotions, transmit thoughts, move objects with their minds, control and modify their physical bodies, see **and/or** sense other-dimensional beings, and even enter other dimensions such as the Astral Plane.

Unlike magic, where just about anybody willing to pursue its study can learn it, psychics either have the ability or not. Some are limited in their mind powers (Minor and Major Psychics) while others (Master Psychics) seem to have almost unlimited potential. Even before the Coming of the Rifts, humans (and others) have tried to unlock the secrets of the mind. Such research has unfortunately met with mixed results. Psychic phenomena are difficult to study, especially before the Rifts (when psionics and magic energies were weak), because it is often impossible to accurately monitor and consistently produce the same effects. Furthermore, since it is often the psychic who experiences the

psionic effect, psychic phenomena is often invisible or incomprehensible to those who do not have it. This makes the study of psychic abilities difficult and often subjective.

The advent of the Great Cataclysm made both magic and psionic abilities much stronger, constant and obvious. Nobody on Rifts Earth doubts the existence of magic, psionics or the supernatural, however, there remains a certain mystery and lack of understanding, especially concerning psionics. While magic has been harnessed and used in numerous ways (spells, rituals, circles, devices, etc.), psionic powers remain inexorably linked to the individual and his mind. This means psychic abilities cannot be replicated by machines nor can I.S.P. energy be placed inside a man-made device. Even magic spells and enchanted constructs cannot be made to duplicate most psychic abilities. The closest thing there are to "psionic machines" are **Techno-Wizard** devices, most of which can be powered or activated by I.S.P. as well as P.P.E. However, these are *magical* devices that can be used by psychics, not machines that can **create**, duplicate or tap into and unleash psionic abilities.

Psionic Implants

A number of scientists, groups and organizations have tried to unravel the mysteries of the mind, but no human has ever really come close to doing so. The most common pursuit along these lines involves M.O.M. (Mind Over Matter) implants. Before the great Cataclysm, it was discovered that M.O.M. implants (and brain implants in general) gave recipients minor psionic abilities. This unexpected side effect has led many to experiment with brain implants to unleash a person's "psychic potential." Unfortunately, nobody has a clear understanding about how or why these implants have this effect. Furthermore, the installation of identical implants in the identical location elicit different results in each individual; e.g. one individual may exhibit sensitive abilities while the next might gain healing or physical powers. The only two constant factors are, 1. some measure of psychic power will occur, and 2. the individual slowly becomes insane. This latter complication has caused psionic brain implantation experiments to be outlawed by most civilized people, including the Coalition States. Only recently has the CS begun to consider very limited and careful experimentation with brain implants to instill psionic powers.

One of the new movements in this underground science of cybernetics, has been the idea of adding implants that augment and enhance psychic abilities in those who already exhibit minor psionic powers. Another has been machines that can be used to fine tune and redirect psychic energy. However, these devices are usually illegal, untested, dangerous and expensive. Expense can sometimes be taken out of the equation if one volunteers to be a human guinea pig, but the level of danger is never diminished. The science of psionic augmentation through brain implants is in its infancy. Any **scientist/Cyber-Doc** who claims to have unravelled the mysteries of the mind, **and/or** offers "safe" implantation is a liar! Recipients of such brain implant experiments can expect unpredictable side effects, including physical **and/or** mental effects, and insanity. Experimentation by lunatic fanatics and quacks can result in permanent brain damage, suffering or death.

Psi-Implant Side Effect Table

Players of characters who allow experimentation on their brain must roll on the following random side effects table, or the G.M. may make an appropriate selection, whichever seems best under the circumstance. Roll at least once for each Psi-Implant. Specific implants and devices may indicate other penalties and/or additional rolls on this table.

01-6 Imaginary Machine Noise. The character hears a constant whirl of gears or the soft hum of an engine. The noises are completely psychosomatic, but the character believes them to be real. This makes the character opposed to getting any other type of M.O.M., cybernetic or bionic implants, and makes him distrust those who have them, particularly Crazies and 'Borgs.

07-11 Difficulty Concentrating. For some reason, the implants interfere with the character's performance of skills that take more than a minute or two; -10% on all such skills.

12-18 Dull Headache. A constant dull headache bothers the character. Penalties: -1 on initiative and strike combat bonuses, and may contribute to making the character grumpy and/or snap at people when things are going poorly.

19-25 Brain Fire. The brain feels like it is on fire. The burning is terrible and the character writhes in pain. During this period (lasts 1D4 minutes), the psychic suffers the following penalties: Reduce Spd, P.P, attacks per melee round, bonuses, and skill performance by half, and suffers 1D4 Hit Point damage per minute of this attack.

During Brain Fire the character is easily angered, upset or provoked and made to lash out using his psionic powers (nothing complex or which requires prolonged concentration). Such psionic attacks only require half the usual I.S.P., inflict 50% more damage and have 50% greater range (duration and other aspects are unchanged).

Sometimes Brain Fire happens without warning or apparent outside stimulus (at least once every 48 hours). However, it is most likely to occur when the psychic is placed under great stress or experiences serious emotional, mental or physical trauma —trapped, terrified, sees a friend die or other tragedy that touches him deeply.

26-31 Afraid of Heights & Flying: The implants give the psychic a fear of heights, so he won't climb higher than 10 feet (3 m), won't go in an elevator that is open or has a glass front (doesn't care for elevators under any circumstance but will use enclosed ones if stairs aren't available), won't go near a ledge, nor fly because to fly one must be up in the air. Under situations where the character must fight his fear and climb up high or go to the edge of a ledge or roof, he must roll to save vs psionic attack but needs an 18 or higher without benefit of any bonuses (natural, unmodified roll). Even then, the character can only overcome his fear for 1D6 minutes at a time and is -2 on all combat bonuses during that period; extremely tense and nervous. However, he is +1 to roll with punch, fall or impact.

32-37 Stabbing Headache Pain. Sudden shooting pain in the head. It feels like somebody has plunged a dagger into the brain and is twisting it. Reduce skill performance by 25%, and speed and combat bonuses by half! These sudden attacks occur 1D4 times a day. Thankfully, they only last 1D4 melee rounds (15 to

60 seconds) each. Unfortunately it can happen at any time and *may* be brought on by extreme stress or when something traumatic happens.

38-44 Absent Minded: The implants cause the character to be absent minded and forgetful about minor things. This means if *bored or distracted*, the character's mind will wander and he may not notice details or subtle things. The character is -3 on initiative during such times, and enemies prowling around the character, hiding or using camouflage get +10% to their skill against this character. Likewise, the character is more easily distracted by a seducer (the seducer gets +10 to seduction skill).

Under other conditions, the character tends to lose track of time and is frequently late, has trouble remembering names of recent or casual acquaintances, has trouble remembering numbers (addresses, telephone numbers, code numbers, measurements, etc.; 01-50% chance of remembering the name or number) and may repeat himself ("Did I mention I saw this fellow ... whatshisname ... talking to a Dead Boy? Oh, I did.) or tell his favorite story(s) on a regular basis, forgetting who he's told it to in the past.

45-51 Nose Bleeds. This occurs each time the character uses his psychic powers. A few drops when healing powers are used, a trickle when sensitive abilities are used, a strong trickle for physical, and bleeding from both nostrils when Super-Psionics are used. The nose bleeds for 1D4 melee rounds (15-60 seconds with cumulative effect). This is nothing serious medically, but is annoying and messy. Furthermore, it makes the character noticeable in a crowd, can cause trouble speaking and breathing, and can be a problem if wearing a helmet.

52-59 Inner Voices. This is not really schizophrenia so much as it is his subconscious invading his conscious. One of these voices (roll or pick one appropriate for the circumstance) will pipe up whenever the character is uncertain or emotional.

01-20 Frightened and treacherous; his inner fears and insecurities give the character pause to consider **backstabbing**, stealing, running away or hiding/doing nothing, or betraying a trust, confidence or ally.

27-40 Friendly; his inner consciousness encourages the character to be warm, friendly, gregarious, and kind.

41-60 Mean and vengeful; his inner anger and dark side; the part good aligned characters normally try to hold in check. Will encourage the character to strike (even kill) in anger or vengeance, say and do mean, snide and petty things, and similar.

67-80 Kind and compassionate; his inner generosity and goodness encourages him to be generous and compassionate.

87-00 Greedy and selfish; encourages the character to be self-serving, petty, cheat and feel sorry for himself.

60-66 Ringing in the Ears. Reduce the character's normal range of hearing by 1D4x10% and -2 on initiative when attacked from behind or in darkness. Cybernetic augmentation will only reduce the problem by half.

67-72 Telepathic Outbursts. The psychic inadvertently transmits his feelings about people or issues in short, 1-5 word phrases via telepathy. If the character doesn't normally have telepathy, this is the only way it manifests itself. Things the character doesn't really care about don't provoke a response, but things that anger, upset or frustrate him do. When this happens the psychic will accidentally and uncontrollably transmit a mes-

sage at the source of his consternation. Such transmissions are typically derogatory and contrary to the character's spoken words or actions, like: "Go to Hell," "Eat my shorts," "Kiss my ...," "Bastard!" "Pig," "Loser," "Coward," "Slimy punk," "Whatever," "Like I'd tell you," "Let's get it on punk," "Whatever you say," "I'd like to kick your ..." and so on.

Sometimes the transmission is arguably more positive, like "Hot Momma," "Hubbahubba," "Hot damn," "I told him," "Sure, wise guy," and so on.

Perhaps needless to say, this can cause hard feelings, dislike, arguments, brawls and battles. 01-75% of the time the character who receives such a transmission has a strong **idea/senses** who sent it, and a mean or cocky look from the psychic can verify it. Of course, the psychic can try to deny it ("Hey, **don't** look at me I didn't say **nothin'**" telepathically punctuated with "... Jerk").

73-80 Blurred Vision. Whenever a psionic power is used, the psychic's vision becomes blurred (-1 on initiative, -3 to strike, and -2 to parry and dodge; -20% on skills that require clear vision). The blurred vision lasts for the full duration that the psionic ability is used plus 1D4 minutes afterwards.

81-85 Supernatural Warning System. The psychic will get a slight headache, more like pressure above **and/or** below the eyes and sometimes a muscle twitch below the eye. These physical sensations are more than just annoying but indicate that one or more supernatural beings are in the area — sensing range is 1000 feet (305 m) in diameter. The worse the symptoms, the greater the danger they represent (extremely powerful, two or more, etc.). When the psychic is within 100 feet (305 m) of the supernatural danger, shooting pains will start above the eye. Bonuses: +1 on initiative, +2 to dodge when facing supernatural beings. Penalty: -5% on skill performance, nervousness and the annoying pain of the headache. Note: This strange ability will respond to all supernatural beings (not dragons and creatures of magic), so having a supernatural being in the player group will cause this character constant discomfort. In addition, the psychic has a general dislike and distrust of supernatural creatures.

86-90 Uncontrolled Empathy. The psychic unconsciously feeds on the emotions around him and they influence his own feelings and actions. He feels the emotions of those within a 500 foot (152 m) area, with the majority or strongest feelings dominating the others (if two emotions are fairly equal, the character may feel conflicted and confused; -2 on initiative). This means if the majority of people around him are frightened, so is he, and he'll respond accordingly (cringe, hide, be nervous, jumpy, etc.). If those around him suddenly begin to scream and run away, he is likely to join them and run away with them.

If angry **and/or** vengeful, so is the psychic, making him quick to strike in anger, bloodthirsty, and likely to join in with a mob. In fact, this uncontrolled empathy makes the psychic very susceptible to the mob mentality and easily swept away by the emotion of mobs.

The character can be swayed to some degree by his alignment and the (contrary) words and actions of people he trusts, but he'll be jumpy and uncertain, and may try to convince them to feel the same as he does. For example, if afraid he might plead with his fellow adventurers, "This is crazy. We're gonna die if we keep going. Come on, let's get out of here. It's not worth it." Or something like, "Don't you feel it? We're being watched. Watched by something ... something terrible. **Evil!** I know it! We should turn

back (or wait, or hide, or attack and kill, or whatever); and so on.

91-95 Uncontrolled Medium. Something about the implants attracts supernatural spirits and entities. If these bothersome creatures are within a mile (1.6 km) of the psychic, they will track him down and hang around. Most lesser entities and spirits are more of an annoyance than a genuine danger. They will stay for 1D6 hours and pester and haunt the psychic. The intelligent and greater entities and spirits will come to see who calls them and may leave immediately without incident or hang around to cause trouble. Tectonic Entities and Possessing Entities are particularly evil and dangerous, and may do things to hurt the psychic, other members of the player group or sabotage their efforts.

In addition, the psychic can automatically see the invisible, including entities, ghosts, spirits, and the essences of all intelligent energy beings.

96-00 Astral Avenger! Rare! A frightening, psionic version of berserker rage. It occurs when the character is enraged, desperate (cornered with no way out and the enemy is coming, unless somebody does something quick, people will die, etc.) or witnesses something traumatic (a great hero falls, a friend or loved one is struck down, a bus of children is atomized or seized by a monster, etc.). Such events cause the character to temporarily snap and give in to his powerful emotions to destroy or punish those responsible, but anybody who gets in the way, friend, foe or innocent, is likely to be pushed aside, accidentally hurt in the attack and or attacked themselves. The berserker rage will usually last until the character has extracted his vengeance (i.e. all those who invoked his wrath are slain or given suitable retribution — beaten within an inch of their lives and captured for trial and further punishment, maimed, and similar) or until something shocks the psychic back to his senses (i.e. he accidentally endangers or hurts a child or loved one), or he cools down after his initial tirade. Most berserker rages only last 2D4 minutes, but some can last 20 minutes to an hour. The latter occurs when a relentless enemy just keeps coming and keeps the character enraged.

The big difference between this and the physical berserker is that the psychic bellows or shrieks in anger and falls to the ground while his Astral Body simultaneously rises up a few feet into the air and attacks. His rage and desire for vengeance keeps the Astral Traveller in the physical plane rather than automatically launching into the Astral Plane. As an Astral Being, the character can only attack people in the physical world with his psionic powers, but all such attacks inflict *double damage* (same I.S.P. cost, range and duration as usual). The Astral form of the character can attack with any kinetic powers, bio-regeneration, empathic transmission, Psi-Sword, or any mind attacks he may possess.

The psychic in his Astral Form can only be injured by psionic attacks, rune weapons, and magic that affects the mind or emotions (including illusions), as well as by other Astral Beings. Laser fire, bullets, etc., have no effect on the raging spirit essence of the psychic. **Note:** The unconscious physical body is helpless, although the Astral Spirit of the character is not usually so crazed as to leave it defenseless. Furthermore, allies of the psychic are likely to defend the body of their friend even if they are trying to stop his enraged Astral Self. See *Astral Projection*, page 119, of the *Rifts® RPG*.

Implant Removal Side Effects

In all cases, the removal of a psionic brain implant means the loss of everything that implant provided, including additional I.S.P., and additional powers, plus penalties, and negative side effects. Those who were not psychic to begin with, lose all of their psionic abilities.

In addition, the player must roll on the following table to see what permanent scars the implants and their removal have left behind. Roll percentile dice. Note, in the case of partial percentages, round up; minimum of one point. Roll for each brain implant removed, with cumulative effects.

01-10 Lucked out! No Damage.

11-20 Minor Brain Damage: Reduce I.Q. attribute by 10%

21-30 Minor Psyche Damage: Reduce M.A. attribute by 10%

31-40 Brain Damage: Reduce M.E. attribute by 15%

41-50 Serious Brain Damage: Reduce I.Q. or M.E. by 25%; player's choice.

51-60 A Lesser Man. Without his psionic enhancements, the character is convinced he is inferior, even a notch below his real abilities. All combat bonuses are permanently reduced by one point and skill performance is reduced 5%. This character is also prone to periods of depression and drinking.

61-70 Passive. This character hates and avoids killing, fighting and brutality. Gentle and calm, difficult to provoke. -1 on initiative. If he was a fighter, he's not anymore.

71-80 Aggressive. This character loves to fight, take risks, and prove himself. He is easily provoked to violence or action by name calling, threats and challenges. He also tries to solve most of his problems with his fists, a gun, or intimidations (threats, shouting, and bullying tactics).

81-90 Damage to Connection to one's Inner Self: If Psychic, reduce Permanent I.S.P. Base by 25%. If not psychic, the character reduces his M.E. two points, M.A. by one point, and suffers from *difficulty concentrating*. Skills that take more than a minute or two are -10%.

91-00 Psychic Damage: Loses 1D4 psionic powers of the character's choice, which may include special R.C.C. powers (if the player so desires) — or half his I.S.P. — player's choice.

Psionic Implants & Devices

The Coalition has developed most of the implants described in the following section, but are hesitant to experiment on humans, **Psi-Stalkers** or **Dog Boys**. Experimentation on **D-bees** has been suggested, but the fear is that the CS might inadvertently empower inhuman enemies who might escape and fight against them, or deliberately undermine the experiments. The same problems apply to the suggestion of using human prisoners, even if they volunteer to commute their sentences and are made to join the military. Human volunteers seem inevitable (there are hundreds willing to do so), but Emperor **Prosek** will need a great deal of convincing before he approves it. Should the Emperor give the go-ahead, research will be slow and very limited. It

would take a decade or more before any such implants would be put into any kind of mass production or regular, approved use, and decades before they *might* be made without serious side effects.

All CS Psionic Implants are top secret and highly guarded. However, in the summer of 103 P.A., Doctor Jacob **Leninstol**, a top researcher and leader of the Coalition's M.O.M. and Psionic-Implant division, disappeared. He is believed to have grown frustrated with the bureaucracy and red tape holding back his research. He had suggested his fellow researchers engage in illegal experiments on human refugees in the 'Burbs, behind the Coalition's back. His colleagues found him dangerous and turned him in to the authorities, who charged him with criminal conduct, conspiracy and treason. Having been a loyal citizen and a brilliant scientist, Doctor Leninstol was not imprisoned, but placed under house arrest pending an investigation, trial and determination of punishment. The Doctor's convincing exhibition of remorse for what he called his, "enthusiasm and lack of good judgement," helped get him this lenient treatment. However, a week later, he vanished. A city-wide search uncovered that he had been smuggled out of Chi-Town. A search of the 'Burbs was fruitless. A few months later, reports began to circulate that Doctor Leninstol was looking for a sponsor to help him continue his research outside the Coalition States. Northern Gun and the Manistique **Imperium** turned down his pleas for asylum in exchange for his secrets in psionic technologies — they wanted no trouble with the CS. Subsequently, rumors have placed him at Free Quebec, Tolkeen, **Lazlo**, **Kingsdale**, **Psyscape**, and even the New German Republic, as well as a handful of other independent kingdoms. The CS Intelligence Department considers *Free Quebec* and *Kingsdale* to be the most likely places to defy the CS and employ the Doctor's unique talents. In the last 18 months, the CS has found Coalition-style **Psi-Implants** (and variations) on the black market. Presumably this is the handiwork of Doctor Leninstol, making him and his supporters enemies of the Coalition States. A bounty of 10 Million Universal Credits has been placed on his head.

The Market Place

Any Psi-Implants not acquired from the CS or through Doctor Leninstol are experimental, infinitely cruder and more dangerous (roll one extra time on the **Psi-Implant Table**). About one third of the **Black Market Body-Chop-Shops** offer experimental M.O.M. Psi-Implants from a variety of sources at the list price, but these are the inferior ones noted above. Occasionally, the Body-Chop-Shops offer items released into the market by Doctor Leninstol (his designs and manufacture) but they sell for 2-3 times the list price. In the last year or so, **Kingsdale** has come to offer a broad range of Psi-Implants and M.O.M. conversions, giving further evidence that Kingsdale is secretly employing Doctor Jacob Leninstol. Many of the implants seen and recovered by CS spies are state of the art and indicative of Doctor **Leninstol's** breakthroughs and CS designs, decades ahead of all others. The implants are never identified as Leninstol designs or coming from the CS, but are not likely to have been developed independently. It is possible that Kingsdale is getting the implants through another source or are producing "knock-offs" but this seems unlikely. Yet, despite their spies and paid informants, the CS has been unable to get any leads on **Leninstol's** possible whereabouts, or whether he's operating in Kingsdale.

The following are some of the experimental psionic brain implants currently available on the market. All are extremely rare. The list price is an average, but such *rare* and controversial implants can cost 2-5 times more, or nothing at all. Nothing is extremely uncommon, even among those who are searching for "volunteers" for brain implant **experimentation**, but it does happen from time to time.

Note: Most **Psi-Implants** are designed to increase and enhance the powers of those who already possess some measure of psionic power. This makes them most attractive to Minor and Major Psychics. All are either implanted in the brain beneath the skull or are M.O.M./Crazies style implants that protrude from the skull. Most come in both styles, with the disfiguring M.O.M. implants typically costing 10-20% less.

The maximum number of Psi-Implants possible is three, unless stated otherwise (some implants prohibit additional ones). Roll on the **Psi-Implant Side Effects Table** once for each implant.

Psi-Implants of Note

Psi-Blocker Implant

This implant blocks the recipient from psionic mind probes and psionic communication similar to the psionic *Mind Block* power except that the effects are permanent and constant.

L.S.P. Augmentation: None

Psionic Abilities: Prevents penetration of Telepathy, Empathy, Hypnotic Suggestion, Empathic Transmission, Deaden Senses, and Remote Viewing, nor sense the supernatural or sensitive psionics in any way.

The character is also +1 to save vs all psionic attacks, +2 to save vs all forms of mind control and +3 to save vs possession.

Penalties: Nose bleed, basically the same as on the *Psi-Implant Side Effects Table*, but it occurs as a trickle whenever the character saves vs psionic attack (other than those to which he is already blocked).

Characters with psionic sensitive abilities cannot use the powers of Telepathy, Empathy, Hypnotic Suggestion, Empathic Transmission, Deaden Senses, or Remote Viewing and will see all other psi-sensitive abilities reduced by half (half duration, range and effect) and are blocked to outside psionic communication and sensitivity.

Note: Not recommended for those with psionics. Ideal for nonpsychics.

Cost: 250,000 credits.

Psionic Inhibitor Implant

The CS has devised a brain implant that prevents psychics from drawing on their mental powers. The implant uses pulses of **electromagnetism** to disrupt the psionic connection — sort of electromagnetic "white noise." It also makes it difficult for the individual to concentrate, perform skills and sleep. This extreme "surgical rehabilitation" is used on psychic criminals, dissidents and prisoners of war. The Inhibitor does *not* completely eliminate psionic abilities or I.S.P., but makes it incredibly difficult and painful to use them.

L.S.P. Augmentation: None

Psionic Abilities: None. Prevents use of psychic abilities.

Penalties: Prevents the use of psychic abilities and makes only half the character's usual amount of L.S.P. available. Furthermore, any natural, automatic psionic abilities (like sense the supernatural) are blocked and this leaves the psychic with the feeling of being partially blind on a psychic level.

To momentarily push past the inhibitor, the psychic must concentrate and focus on one particular power. This causes a splitting headache. Then he must expend 10 L.S.P. and make a successful save vs psionic **attack/mind** control against the implant. Failure to save means the 10 L.S.P. (from the half available) is burned up and he was unsuccessful in using the **psi-power**. A successful roll means the 10 L.S.P. are expended plus the L.S.P. necessary to use the desired psionic power.

It takes nearly one full melee round to muster the energy to use a psionic ability when impaired by an inhibitor. This means no physical action can be taken, and only one psionic **attack/action** can be performed that melee round (15 seconds). When not trying to use psionics, the character has his normal number of physical attacks.

Additional Penalties: The inhibitor makes sleeping and skill performance difficult; reduce skill performance by half and all combat bonuses are -2.

The nose bleeds (same as on the *Psi-Implant Side Effects Table*) whenever Super Psionics are used.

Note: Not suitable for nonpsychics; designed to inhibit psychics. This implant is used fairly often by the CS and has fair availability on the Black Market.

Cost: 500,000 credits.

Psionic Booster Implant

This brain implant helps the psychic to concentrate and draw on his inner strength to boost his powers.

L.S.P. Augmentation: 4D6 I.S.P. is added to the L.S.P. base. L.S.P. per level of experience and saving throw are unchanged (i.e. a Minor Psionic is still a Minor Psychic with 1D6 L.S.P. per level and needs a 12 or higher to save vs psionic attack regardless of the artificially boosted powers).

Psionic Abilities: Can select a total of 1D4 additional powers from the Sensitive or Physical psionic categories, but the range and duration of *all* his psionic powers are increased by 20% and damage gets an additional 1D6 points.

Penalties: Roll once on the *Psi-Implant Side Effects Table*.

Note: Not applicable for those without at least Minor psionics. Crude, cheap versions only increase duration and range by 10%.

Cost: 300,000 credits.

Psionic Actuator Implant

This brain implant increases a psychic's range of abilities and raw power. The results, however, are random and vary dramatically from person to person.

L.S.P. Augmentation: M.E. attribute number x1D4+1 is added to the L.S.P. base. L.S.P. per level of experience and saving throw are unchanged (i.e. a Minor Psionic is still a Minor Psychic with 1D6 L.S.P. per level and needs a 12 or higher to save vs psionic attack regardless of the artificially boosted powers).

Psionic Abilities: Can select a total of 2D4 additional powers from the Healing, Sensitive or Physical psionic categories or eight (8) from any *one* of those three categories.

Penalties: Roll once on the *Psi-Implant Side Effects Table*.

Note: Not suitable for those without at least minor psionics. Crude, cheap versions only double the M.E. attribute number in I.S.P. and offer only 1D6+1 additional powers, or seven from any one category.

Cost: 400,000 credits.

Sensitive Implant

This implant stimulates the part of the brain believed responsible for psionic sensitive abilities.

I.S.P. Augmentation: 3D6 points added to I.S.P. base, but I.S.P. per level of experience and saving throw are unchanged (i.e. a Minor Psionic is still a Minor Psychic with 1D6 I.S.P. per level and needs a 12 or higher to save vs psionic attack regardless of the artificially boosted powers).

Psionic Abilities: Can select a total of 2D4+4 additional powers from the Sensitive power category only, or 1D4 sensitive powers plus the **Psi-Druid** powers #1-5.

Penalties: Roll one time on the *Psi-Implant Side Effects Table*.

Note: Can be used to increase the power of a minor or major psychic, or to instill power in a nonpsychic. In the latter case, the character gets a base I.S.P. of the M.E. attribute number x2 plus those above and becomes a Minor Psychic — gains I.S.P. per level of experience starting from when he got the implant. However, he rolls twice on the *Psi-Implant Side Effects Table*.

Crude, cheap versions only add 2D6 I.S.P. and 2D4+1 sensitive powers.

Cost: 600,000 credits.

Physical Reactor Implant

This implant stimulates the part of the brain believed responsible for physical manifestations of psionic energy.

I.S.P. Augmentation: 3D6 points added to I.S.P. base, but I.S.P. per level of experience and saving throw are unchanged (i.e. a Minor Psionic is still a Minor Psychic with 1D6 I.S.P. per level and needs a 12 or higher to save vs psionic attack regardless of the artificially boosted powers).

Psionic Abilities: Random, roll on the following table.

01-40 Select 2D4+2 from the Physical category.

41-80 Select 1D6+3 from the Healing category.

81-90 Possesses the **Nega-Psychic** powers #1 & 2 but with half the range plus 1D4+1 physical powers.

91-00 Two Super Psionic powers of choice, excluding any Telemechanics and kinetic/kinesis powers.

Penalties: Roll once on the *Psi-Implant Side Effects Table*.

Note: Can be used to increase the power of a minor or major psychic, or to instill power in a nonpsychic. In the latter case, the character gets a base I.S.P. of the M.E. attribute number x2 plus those above and becomes a Minor Psychic — gains I.S.P. per level of experience starting from when he got the implant. However, he rolls twice on the *Psi-Implant Side Effects Table*.

Crude, cheap versions only add 2D6 I.S.P. and offer one less ability.

Cost: 800,000 credits.

Eruptor Implant

This implant stimulates the part of the brain believed responsible for physical manifestations of psychic energy. Although the CS had originally hoped to use this implant to create Zappers and Bursters, the implant produces a wider range of results.

I.S.P. Augmentation: 3D6+12 points added to I.S.P. base, but I.S.P. per level of experience and saving throw are unchanged (i.e. a Minor Psionic is still a Minor Psychic with 1D6 I.S.P. per level and needs a 12 or higher to save vs psionic attack regardless of the artificially boosted powers).

Psionic Abilities: Random, roll on the following table.

01-20 **Zapper** R.C.C. abilities #1-4, all at half the Zapper's normal range and duration, plus the Super Psionic power of **Electrokinesis** and 1D4 Physical powers.

21-40 **Burster** R.C.C. abilities #1-5, all at half the Burster's normal range and duration, plus the Super Psionic power of **Pyrokinesis** and 1D4 Physical powers.

41-60 **Master of Telekinesis (special):** Gets the Super-Psionic powers of Telekinesis (double duration, range and weight limit), **Telekinetic Force Field**, and all **Telekinetic** powers of the Physical category.

61-80 **Energy Shaper (special):** Gets the **Psi-Slayer's** Psi-Dagger power, and the Super Psionic powers of Psi-Sword, **Psi-Shield**, Mind Bolt and Electrokinesis.

81-90 **Bio-Master (special):** Gets the Super Psionic powers of Bio-Regeneration, Bio-Manipulation, Psychic Body Field, Psionic Invisibility and the choice of three powers from the Healing category.

91-00 **Hydrokinesis** and the Mind Bleeder powers of Bleed P.E. Energy, Healing Leech, Impervious to Bio-Manipulation, and two of choice from the Physical category.

Penalties: Reduce I.Q. one point and roll once on the *Psi-Implant Side Effects Table*. The recipient of this implant tends to be overconfident, aggressive and short tempered; easily provoked into accepting challenges, fights and taking foolish chances.

Note: Can be used to increase the power of a minor or major psychic, or to instill power in a nonpsychic. In the latter case, the character gets a base I.S.P. of the M.E. attribute number x2 plus those above and becomes a Major Psychic — gains I.S.P. per level of experience starting from when he got the implants. However, he rolls twice on the *Psi-Implant Side Effects Table* and I.Q. is reduced by 20%!

Crude, cheap versions reduce the I.Q. an additional 15% and makes the character very aggressive and predatory.

Cost: One million credits.



Psionic Devices & Techno-Wizard Machines

By Kevin Siembieda with suggestions
from Julius Rosenstein and Patrick Nowak

A note about Techno-Wizard devices. Although designed by Techno-Wizards for use by other practitioners of magic, *most* Techno-Wizard machines, weapons and devices can be used and powered by psychics. Instead of P.P.E. energy being pumped into the magical device, I.S.P. is expended. However, while these "magic" devices can be used by psychics, they are *magical constructs* built using machine parts and magic energy — they are not psychic in nature. This typically means psychics must expend more I.S.P. than a mage would P.P.E. to use the device, which limits the value of the TW weapons and machines.

"Psi-Tek" is the slang term used for technological devices, including TW ones, that enhance, inhibit, or otherwise affect or relate to psionics. Psionic technology is usually hard to come by, often untested, and dangerous, with side effects that cause pain and insanity. Some Psi-Tek items are unreliable, some have major design flaws, terrible side effects or can be overcome by powerful psychics (one of the most noticeable flaws of the early Psionic Jammers/Inhibitors was their lack of power. It could jam a minor psionic but a fairly powerful Mind Melter could usually overload it).

CS Psionic Weapon Gauntlet

A glove/gauntlet and armature that fits over a character's own hand and arm. The device is connected to the nervous system and linked to brain waves from an implant in the brain. An electromagnetic battery and mini-nuclear power cell provides much of the actual power to "fire-up" the gauntlet. The link in the brain combined with the character's psionic abilities enables even Minor Psychics to mimic the Super Psionic powers of Psi-Sword, Psi-Shield, and Electrokinesis. Unfortunately, the result is a comparatively weak and limited imitation that has failed to meet expectations.

Status: Experimental

I.S.P. Augmentation: None.

Psionic Abilities: Limited.

Psi-Sword: 2D6 M.D., three foot (0.9 m) length of energy, maximum duration: 10 minutes. Requires a 15 minute break between periods of use that last 5-10 minutes. I.S.P. Cost: 10 points; the rest of the energy is drawn from artificial sources. **Vibro-Blades** inflict equivalent damage and are much cheaper to produce.

Psi-Shield: 34+2D6 M.D.C., maximum duration: 10 minutes. Requires a 15 minute break between periods of use that last 5-10 minutes. I.S.P. Cost: 10 points; the rest of the energy is drawn from artificial sources. This power is being applied to the development of a psionically induced force field, but so far the field generated only has 30 M.D.C. and can not be maintained for more than 30 seconds before shorting out.

Electrokinesis: Damage: 1D6 M.D. from electrified punches, 2D6 M.D. from electrical energy blasts, but blast range is a disappointing 30 feet (9 m). Double damage and range when used by a Mind Melter or **Psi-Slayer**.

Penalties: None per se (at least none yet known).

Note: A CS experimental device being field tested by Special Forces, Psi-Battalion and Psi-Net on a limited basis. No "knock offs" are known to be available on the Black Market.

Cost: 1.6 million credits; probably not cost effective even if mass produced. Power armor and bots are better and comparatively cheaper.

CS TK Artificial Limbs

A pair of puppet-like mechanical limbs that channel telekinetic energy to make them move and function like real arms at the speed of thought. A possible alternative to bionic augmentation. The limbs are attached to the body with a padded harness.

Status: Experimental

I.S.P. Augmentation: None.

Psionic Abilities: Limited. Each limb responds with a thought like normal hands and arms. Maximum number of limbs: Two (more is too difficult to control). Maximum P.S. and P.P. 10. M.D.C. of each arm is 40, each hand 15. Bonuses: Adds one melee **attack/action** per melee round and +1 to strike and parry.

No outside power source, relies on **Telekinetic** force and I.S.P. to operate. Ten I.S.P. expended as Telekinesis will animate the arms for 20 minutes, but each use of the arms counts as a melee action (and each physical action uses up one psionic attack that could be used in its stead).

Penalties: Minor and Major Psychics have trouble using the arms and do not get any of the bonuses. Nega-Psychics and Psi-Nullifiers can't use them at all. Only most Master Psychics can manipulate the artificial limbs as if they were a natural part of the body.

Note: A CS experimental device being field tested by Special Forces, Psi-Battalion and Psi-Net on a limited basis. No "knock offs" are known to be available on the Black Market. Retractable Vibro-Swords (2D6 M.D.) have been added to recent test versions.

Cost: 50,000 credits for a pair of articulated M.D.C. arms and hands.

75,000 credits for **Vibro-Blade** versions probably.

This experiment is cost effective and effective in the field. It will probably be given official authorization and put into greater use by Psi-Battalion.

CS Psi-Damper Helmet

Buried beneath several layers of mega-damage armor (30 to 50 M.D.C.) is a latticework of quartz crystals, electrodes and electromagnetic disrupter system that creates a psionic damper that interferes with psionic **energy!** Comes with an **on/offswitch**.

Status: Field tested and approved for field operations.

I.S.P. Augmentation: None.

Psionic Abilities: None. Helps defend wearer from psionic attacks. +2 to save vs psionic mind control, +1 to save vs all other types of psionic attacks and the duration of psionic attacks is reduced by 20%. Not effective against most forms of possession.

Penalties: Causes a headache and minor nausea after one hour of continuous or frequent use; -1 on initiative and -5% on skill performance.

If worn by a Psychic, the headache and nausea is worse and the penalties are double, plus reduce Speed by 10%.

Note: Deployed by Special Forces, **Psi-Battalion** and **ISS**, as well as regular army on special assignments.

Cost: 65,000 credits.

TW Psi-Blocker Helmet

This is an impressive Techno-Wizard version of the CS helmet that is considered the ultimate protection against psionic attacks and probes.

P.P.E. Cost to Make: 100

Spells Needed: Mute (50), See Aura (6), Befuddle (3), Energy Disruption (12), and Frequency Jamming (15).

Physical Requirements: Tourmaline crystals and an M.D.C. helmet, modified with electrodes and the occasional quartz crystal.

Weight: 3-5 lbs (1.4 to 2.3 kg).

Mega-Damage Capacity of Helmet: 35-45 M.D.C.

Psionic Abilities: None. Fundamentally the same as a Mind Block, plus the wearer is impervious to See Aura, Sense Evil, and Remote Viewing (the psychic gets no reading) and is +2 to save vs psionic mind control and magic illusions, and +1 to save vs possession.

Penalties: None, except the character is closed to dangerous and beneficial probes and communications alike.

If worn by a Psychic, he is completely "closed" to psychic impressions/sensitivity and psionic communication, and cannot use psi-sensitive powers.

Note: Deployed by Special Forces, Psi-Battalion and ISS, as well as regular army on special assignments.

Cost to Charge and Recharge the Weapon: 10 P.P.E. or 20 I.S.P. per every 30 minutes of protection.

Cost: 250,000+ credits; rare and coveted.

CS Psi-Scanner

The Psi-Scanner was developed to help identify human and human-looking D-Bees and **Shapechangers** who possess a measurable amount of psionic energy — more than 20 I.S.P. or anybody who is a Major or Master Psychic. It was originally designed to be a tracking device but its range is pitiful, a mere four feet (1.2 m). The reliability of the scanner is also minimal, with only a 01-50% chance of detecting the presence of psionic abilities in Major or Master Psychics; +9% if the Tracker is waved up and down the head within one foot (0.3 m). Furthermore, it simply identifies the psionic signature, it does not indicate the power level, so the psionic could be an experienced Minor Psionic to a powerful Mind Melter, **Psi-Nullifier**, or any Master Psionic. Nor does it identify whether the psionic target is supernatural, a creature of magic or **nonhuman**.

It is used close-range, similar to the old metal detectors developed in the 20th Century and used by security forces to locate concealed weapons by waving a scanning wand over the body of a suspect. Although developed by the CS, the Psi-Scanner is seldom used by the CS Military, Psi-Net and the ISS, all preferring to rely on the much more sensitive and accurate abilities of Dog Boys, **Psi-Stalkers** and their own Psychic Agents. However, the Scanner enjoys great popularity in the secondary markets.

Range: 4 feet (1.2 m)

Cost: 3,500 credits; good availability through the Black Market and other dealers in technology, including Northern Gun and the Manistique **Imperium**.

TW "Psi-Bloodhound" Psi-Tracker

This is a Techno-Wizard scanner device that resembles a hand-held computer or mini-radar system. It can detect psionic energy within 400 feet (122 m) at 01-89% efficiency, and can pinpoint the source or sources (can identify up to five specific targets, typically zeroing in on the five most **powerful**). The Bloodhound is not only capable of detecting psionics, but it will indicate the approximate level of power: low (Minor), medium (Master), high (Master Psychic) and off the scale (suggesting an experienced Master Psionic or superhuman being). Unfortunately, it cannot discriminate between mortals and supernatural beings or creatures of magic.

Maximum Effective Range: 400 feet (122 m) at maximum efficiency (89%). Reduce effectiveness by 15 for each additional 100 feet (3 m) or any increment thereof; so at 401 to 500 feet (125 to 152 m) the accuracy of a reading is 74%, at 600 (183 m) it is 59% and so on.

Cost: 80,000 to 100,000 credits; poor availability.

Techno-Wizard Weapons and items that simulate or use Psionics

Note: Also see **Rifts® New West**, pages 213-223, and the **Rifts® RPG**, pages 91-96, for some additional Techno-Wizard weapons and devices.

Techno-Wizard TK Pistol

A handgun that looks just like an average energy pistol or automatic pistol but instead of shooting bullets, laser or plasma blasts, this weapon fires bullet-hard bolts of **telekinetic** force.

P.P.E. Cost to Make: 35

Spells Needed: Telekinesis (8) and Energy Bolt (5).

Physical Requirements: The mechanical gun and rose quartz worth 500 credits.

Weapon Stats:

Weight: 2-3 lbs (0.9 to 1.4 kg).

Mega-Damage: 2D4 M.D. (or 3D6 M.D. at ley lines).

Rate of Fire: Each shot counts as one melee attack.

Effective Range: 600 feet (183 m).

Payload: 15 shots.

Cost to Charge and Recharge the Weapon: 10 P.P.E. or 20 I.S.P. (10 I.S.P. for seven shots rather than 15).

Cost: 50,000+ credits; poor to fair availability.

Techno-Wizard TK Assault Rifle

This a larger, more lethal version of the TK pistol that is very similar to a Techno-Wizard TK machinegun. It can fire bursts of Telekinetic Bolts as well as single shots and has a greater range than the pistol. Most TK assault rifles are built to resemble popular energy rifles like the C-12, NG-457 and L-20 pulse rifle.

P.P.E. Cost to Make: 80

Spells Needed: Telekinesis (8), Energy Bolt (5) and Fly as the Eagle (25).

Physical Requirements: The mechanical rifle and a yellow diamond worth 1500+ credits.

Weapon Stats:

Weight: 5-8 lbs (2.3 to 3.6 kg).

Mega-Damage: 2D4 M.D. (or 3D6 M.D. at ley lines) per single shot or 3D6 M.D. (5D6 M.D. at ley lines) per burst.

Rate of Fire: Fires single shots or three-round bursts; a single shot or short burst counts as one melee attack.

Effective Range: 1500 feet (457.2 m).

Payload: 30 shots.

Cost to Charge and Recharge the Weapon: 20 P.P.E. or 40 I.S.P. (10 I.S.P. for seven shots or 20 for 15).

Cost: 80,000+ credits; poor to fair availability.

Techno-Wizard Flamethrower

This weapon looks similar to an ordinary flamethrower except for the magic symbols and fire pattern painted on it. It can fire a fiery burst (one shot) or a sustained stream (counts as five blasts) for the entire melee round.

P.P.E. Cost to Make: 55

Spells Needed: Ignite fire (6), Fireblast (8), and Fire Ball (10).

Physical Requirements: The mechanical weapon complete with fuel canister (holds magical energy and is an integral part of the weapon) and a red or orange sapphire worth 1200+ credits.

Weapon Stats:

Weight: 8-10 lbs (3.6 to 4.5 kg).

Mega-Damage: 3D6 M.D. (or 5D6 M.D. at ley lines) single shot.

Rate of Fire: Fires single shots or a sustained stream that can be trained on a target (2D4x10 M.D.) for an entire melee round or used to sweep an area (3D6 M.D. to every six feet/1.8m hit by the flame); counts as five shots.

Effective Range: 300 feet (91.5 m).

Payload: 15 shots.

Cost to Charge and Recharge the Weapon: 10 P.P.E. or 20 I.S.P. (10 I.S.P. for seven shots).

Cost: 80,000+ credits; poor availability.

Other TW Psi-Equipment

Psychic Camera

A regular camera modified with a clear quartz crystal lens. It can store up to 100 images on ordinary film and can photograph the invisible, including entities, spirits, Astral Travelers, and the magically invisible (the user can also see the invisible through the magic lens). Any psychic with the telepathy power can also leave mental "images" on the crystal film, like snap shots, merely by touching the camera and concentrating on the image sent (takes one melee round/15 seconds). Psychics with the power of Remote Viewing or Machine Ghost can mentally read/see the pictures without developing the film. They only need to touch the camera and concentrate (sees 25 per melee round).

P.P.E. Cost to Make: 55

Spells Needed: See the invisible (4), See Aura (6), Sense Evil (2) and Globe of Daylight (2).

Physical Requirements: The mechanical camera with modified crystal lens and ordinary film.

Camera Stats of note:

Weight: 0.5 to 2 pounds (0.25 to 1.4kg).

Rate of Fire: One aimed photo shot counts as one melee action,

or three unaimed, wild snaps of the shutter count as one melee action.

Effective Range: Varies with lens; standard 3-300 feet (0.9 to 91.5 m). TW Macro and Telescopic lenses add to the range and cost 5000 credits.

Payload: 100 photographs per standard roll or disc of film.

Cost to Charge and Recharge the Camera: 8 P.P.E. or 16 I.S.P. (8 I.S.P. for 50 snapshots).

Cost: 50,000+ credits; poor availability.

TW Thought Projector

Light years ahead of any comparable holographic projector that can be made using conventional technology, the TW Thought Projector can be used by psychics to transform their thoughts into moving pictures with sound (magic practitioners can only create images, the psychic's mastery of mind over matter gives him the better image and sound). It can be used to entertain, teach, and better communicate by showing visual images; smaller than life-size or life-size. When the psychic is talking the image freezes or goes into slow motion, but when the psychic is silent and concentrates the image moves at real speed and can speak or make sounds (animal growls, machine noises, etc.). This TW device is actually created with psychics in mind.

The projector is a small camera-like device with a wire frame contraption worn on the head of the psychic transmitting his thoughts into moving, three dimensional images. The wearer of the thought transmitter must be within 60 feet (18.3 m) of the projector.

P.P.E. Cost to Make: 120

Spells Needed: Globe of Daylight (2), Apparition (20), Illusion Manipulation (60) and Distant Voice (10).

Physical Requirements: The mechanical camera with modified crystal lens and transmitter helmet/cap.

Camera Stats of note:

Weight: 0.5 pounds (0.25 kg) for the cap and 15 lbs (6.8 kg) for the portable projector.

Duration: Up to 10 minutes per I.S.P. charge.

Effective Range of the Projection: Up to 100 feet (30.5 m) away (double at ley lines).

Cost to Charge and Recharge the Projector: 20 P.P.E. or 10 I.S.P. (yes, in this case it requires less I.S.P. than P.P.E.)

Cost: 90,000+ credits; poor availability.



Experience Point Tables

Burster, Mystic, & Psi-Stalker

1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	16,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,100
11	130,101-180,200
12	180,201-230,300
13	230,301-280,400
14	280,401-340,500
15	340,501-400,600

Mind Bleeder

1	0,000-2,130
2	2,131-4,260
3	4,261-8,580
4	8,581-17,160
5	17,161-24,910
6	24,911-34,190
7	34,191-49,290
8	49,291-67,390
9	67,391-93,490
10	93,491-131,590
11	131,591-182,690
12	182,691-225,790
13	225,791-272,890
14	272,891-333,190
15	333,191-399,690

Mind Melter

1	0,000-2,240
2	2,241-4,480
3	4,481-8,960
4	8,961-17,920
5	17,921-25,920
6	25,921-35,920
7	35,921-50,920
8	50,921-70,920
9	70,921-95,920
10	95,921-135,920
11	135,921-185,920
12	185,921-225,920
13	225,921-275,920
14	275,921-335,920
15	335,921-395,920

Psi-Druid, Psi-Ghost, Darkhound

1	0,000-2060
2	2,061-4,160
3	4,161-8,520
4	8,521-16,900
5	16,901-25,600
6	25,601-35,900
7	35,901-50,500
8	50,501-70,900
9	70,901-95,500
10	95,501-130,900
11	130,901-190,500
12	190,501-240,900
13	240,901-290,500
14	290,501-350,900
15	350,901-400,500

Psi-Tech, Nega-Psychic, & Zapper

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-17,200
5	17,201-25,400
6	25,401-35,800
7	35,801-51,000
8	51,001-71,200
9	71,201-96,400
10	96,401-131,600
11	131,601-181,800
12	181,801-232,000
13	232,001-282,200
14	282,201-342,400
15	342,401-402,600

Psi-Nullifier, Psi-Warrior

1	0,000-2,120
2	2,121-4,240
3	4,241-8,480
4	8,481-16,960
5	16,961-24,960
6	24,961-34,960
7	34,961-49,960
8	49,961-69,960
9	69,961-94,960
10	94,961-129,960
11	129,961-179,960
12	179,961-229,960
13	229,961-279,960
14	279,961-329,960
15	329,961-389,960

Zenith Moon Warper, Lanotaur Hunter

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-385,000
15	385,001-450,000

Amorph, Psi-Slayer, Yhabbayr Bubblemaker

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,800
6	27,801-37,900
7	37,901-55,100
8	55,101-75,200
9	75,201-100,300
10	100,301-145,500
11	145,501-190,600
12	190,601-245,700
13	245,701-295,800
14	295,801-345,900
15	345,901-415,100

Dragon-Cat

1	0,000-1,860
2	1,861-3,600
3	3,601-7,000
4	7,001-14,400
5	14,401-23,400
6	23,401-34,400
7	34,401-44,400
8	44,401-60,400
9	60,401-80,400
10	80,401-110,400
11	110,401-145,400
12	145,401-195,400
13	195,401-245,400
14	245,401-290,400
15	290,401-340,400

Dragon-Ape

1	0,000-2000
2	2,001-4,000
3	4,001-8,200
4	8,201-16,400
5	16,401-24,500
6	24,501-34,600
7	34,601-49,700
8	49,701-69,800
9	69,801-94,900
10	94,901-129,000
11	129,001-179,100
12	179,101-229,200
13	229,201-279,300
14	279,301-329,400
15	329,401-389,500

Psymbiote, Psi-Goblin

1	0,000-1,925
2	1,926-3,850
3	3,851-7,450
4	7,451-14,900
5	14,901-21,000
6	21,001-31,000
7	31,001-41,600
8	41,601-53,000
9	53,001-73,000
10	73,001-103,500
11	103,501-139,000
12	139,001-189,000
13	189,001-239,000
14	239,001-289,000
15	289,001-339,000

Power Leech

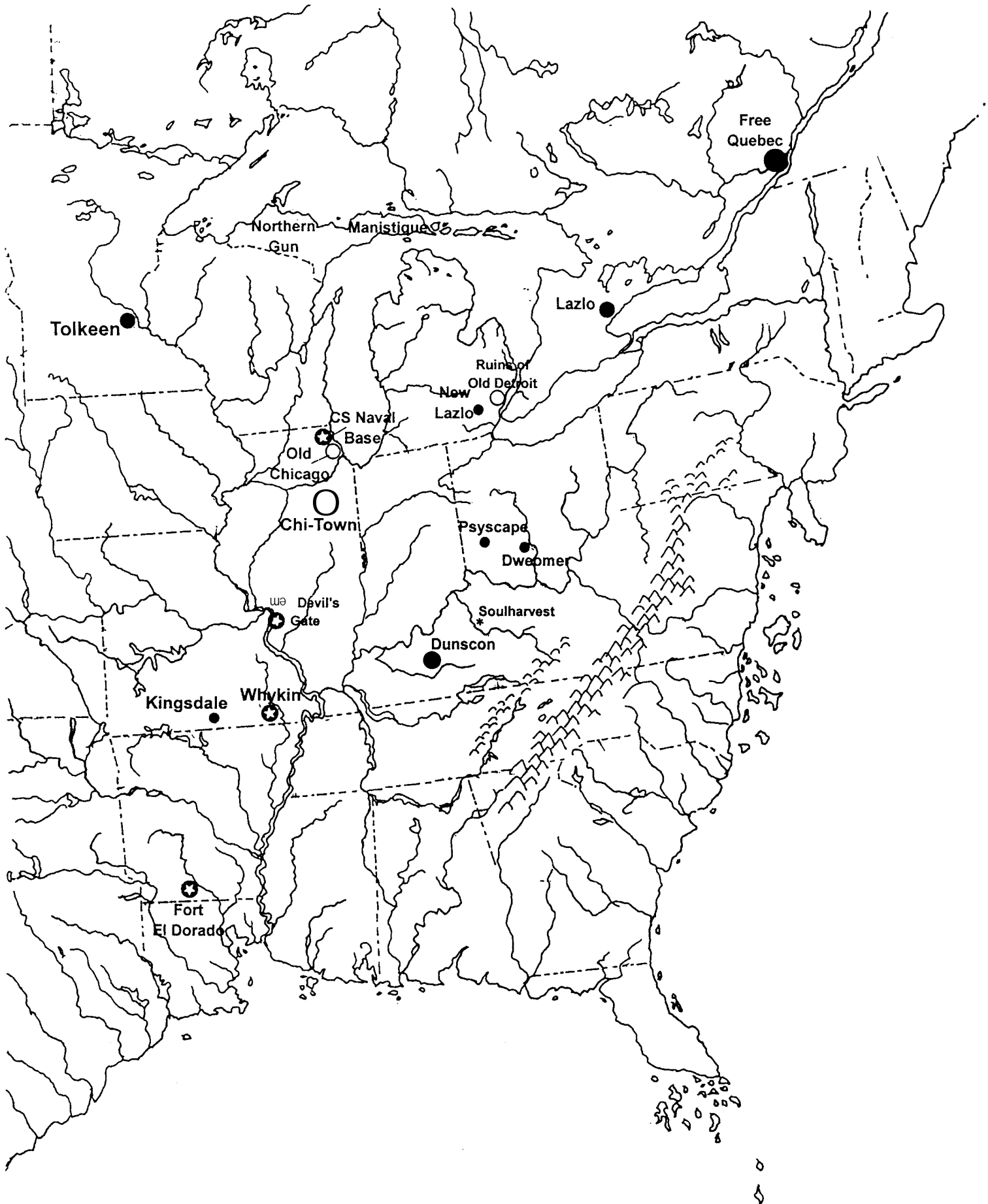
1	0,000-2,400
2	2,401-4,800
3	4,801-9,600
4	9,601-19,200
5	19,201-30,000
6	30,001-50,000
7	50,001-80,000
8	80,001-120,000
9	120,001-160,000
10	160,001-200,000
11	200,001-250,000
12	250,001-300,000
13	300,001-400,000
14	400,001-500,000
15	500,001-600,000

Vyarnect

1	0,000-1,900
2	1,901-3,600
3	3,601-7,200
4	7,201-14,400
5	14,401-24,500
6	24,501-35,000
7	35,001-45,000
8	45,001-65,000
9	65,001-85,000
10	85,001-115,000
11	115,001-145,000
12	145,001-185,000
13	185,001-250,000
14	250,001-310,000
15	310,001-375,000



Demon-Dragonmage, Zaayr Crystal Dragon and Lipoca Sun Demons use the same experience table as the Dragon R.C.C.



The Rifter™

A Megaverse® Sourcebook from the Web & beyond



What is The Rifter™?

Really, there has never been anything like it.

The Rifter is a synthesis of a sourcebook, Game Master's guide, a magazine and talent show/a fan forum.

The Rifter® is like a sourcebook because it will include a ton of role-playing source material (optional and official). This will include New O.C.C.s, NPC heroes, NPC villains, new powers and abilities, weapons, adventure settings, adventures and adventure ideas, and Hook, Line and Sinkers™.

The Rifter™ is like a G.M.'s guide because it will include special articles and tips on role-playing, how to handle common problems, how to build an adventure and so on.

The Rifter™ is like a magazine because it will come out four or five times a year (we're shooting for a regular quarterly release schedule), and because it will feature Palladium news, advertisements, serial articles and continuing features.

Most importantly, **The Rifter™ is a forum for Palladium's Fans.** At least half of each issue will be text and material taken (with permission) from the Web, as well as fan contributions made especially for **The Rifter™.** We get tons of fan submissions that are pretty good, but not good enough for publication as an entire sourcebook. In other cases, the submission is something clever and cool, but only a few pages long. There's lots of cool stuff on the Internet, but you must have a computer and Internet access, something a lot of fans just don't have.

The Rifter™ will reprint some of those "Web-Works™" allowing fans (and the world at large) to get a glimpse of their genius. It is one more avenue in which fans and professionals alike can share their visions of role-playing and the Palladium Megaverse with other fans. It's a chance to get published, get a little cash, get your name in lights (well, in print) and have fun.

This also means, more than any RPG publication ever produced, **The Rifter®** is yours. Yours to present and share ideas. Yours to help shape and mold. Yours to share.

Why call it The Rifter™? Because each issue will span the Palladium Megaverse of games, adventures and ideas. Each issue will publish features from people across the Web and beyond! But mainly because each and every one of us, from game designer and publisher, to Joe Gamer, traverses the Megaverse™ every time they read an RPG or play in a role-playing game. We travel the infinite realm of the imagination, hopping from one world to the next — building one world to the next. Time and space are meaningless in our imaginations as we *Rift* from one place and time to another.

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First issue should ship January 1998!

Highlights

- The focus will be on the vast Palladium Megaverse, so each issue should provide new and *optional* source material for **Rifts®** and 2-5 other Palladium RPG lines — **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Nightbane™**, **Beyond the Supernatural™**, **Ninjas & Superspies™**, **Robotech®**, **RECON®** and all the rest, as well as special game ideas, previews and experimental RPG ideas.

- Most issues will present articles, commentaries, hints and tips for Game Mastering, playing, and building role-playing campaigns.
- Contributors will be from around the world. And **The Rifter™** will be sold around the world!
- Fan stuff. This is a chance for our many talented fans and blossoming writers to see their names in print and contribute to the Palladium Megaverse. See the Palladium Website for information, updates, and all kinds of stuff going on at Palladium (www.palladiumbooks.com).
- As an unabashed house organ, The Rifter® will be dedicated exclusively to Palladium RPG products and include sections on the latest Palladium news, upcoming releases, coming attractions (art and text), scheduling changes, convention appearances, advertisements for the latest Rifts® and other Palladium role-playing games and products, and who knows what else.
- Cartoons, comic strips and artwork by fans and the usual gang of maniacs like Perez, Breaux, Johnson, McKenna, Siembieda, plus a bunch of new guys and promising fans.

Contributing Writers

The following professionals and freelancers will be contributing to The Rifter™ on a regular basis.

Kevin Siembieda	Patrick Nowak
Erick Wujcik	Chris Jones
Wayne Breaux	Kevin Kruger
Jolly Blackburn	Chris Kommann
Julius Rosenstein	and others.

Plus outstanding, promising and fun fan works from the Web and submissions done specially for **The Rifter™**

You can be an active participant in the Rifter

If you write halfway decent and have some ideas for characters, equipment, magic, monsters and adventures, especially adventures between 2-25 pages long, let us know, 'cause maybe you'll get 'em printed in The Rifter™.

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- Rifts®
- Palladium Fantasy RPG®, 2nd Ed.
- Heroes Unlimited™, 2nd Ed.
- Ninjas & Superspies™
- Nightbane™
- Robotech®

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ticular O.C.C.s. Note: We will consider anything that's good and makes sense.

If you already have "good stuff on-line, send us an Internet/Web address with a note pointing out what we should look at for consideration in The Rifter™. Large works may be serialized in sections over two or more issues.

You must include a signed copy of Palladium's *Unsolicited Manuscript Form* with *each* submission. It can be mailed to you upon request or pulled off our Website (www.palladiumbooks.com).

A formal agreement will be sent to you if we like what we see and plan to use your work in an upcoming issue. Nothing will be published without a signed agreement.

Payment

Palladium Books is doing The Rifter™ as a fan forum and to spread the word about our games. In an attempt to give our fans an opportunity to share ideas, see their work in print, hone their writing skills, and to have fun, we are trying to keep the cost and labor as low as possible. Low cost means we can keep the cover price as low as possible. It also means we are paying dirt cheap prices to contributors. Note: Payments may change from time to time. All payments are made in US dollars.

Writer "Flat Fee" Payment: Roughly ten dollars (\$10.00) per "printed" typeset page of text (that's roughly 2 to 2 1/2 single spaced computer pages at 10-11 point size; see, we're even too cheap and lazy to figure out a per word rate). A small bonus *may* be paid to truly outstanding works if our budget allows it, and at Palladium Books Inc.'s sole discretion.

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